

**FREE!**



NAVIGATE →

# 360Zine

Issue 28 | March 2009

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

**EXCLUSIVE HANDS-ON PREVIEW & INTERVIEW**



**PLUS! Brand new screens inside...**

**PLUS!**

**REVIEWED  
HALO WARS**

**REVIEWED  
RACE PRO**

**DLC UPDATE  
GUITAR HERO  
WORLD TOUR**

**REVIEWED  
WINTER  
SPORTS 2009**

**REVIEWED!  
GTA IV: THE LOST  
AND DAMNED**



CONTROL →







# Welcome to 360Zine

Codemasters has been hard at it and this month we've had the pleasure of going hands-on with FUEL. Bringing in spades to Xbox 360 what Motorstorm brought to PlayStation 3, this is sure to delight off-roaders so don't miss our massive preview.

It's also been a busy month for new releases: we have no-nonsense reviews of the hotly anticipated GTA IV DLC: The Lost and Damned; Microsoft's RTS take on its blockbuster franchise Halo Wars; Atari's Race Pro; and Winter Sports 2009. Oh, and for you old-skool gamers be sure not to miss Space Invaders Extreme on XBLA.

Enjoy the issue,

**360Zine  
FEEDBACK!**  
Click here to  
tell us what  
you think of  
the new issue

Dan Hutchinson, Editor  
360zine@gamerzines.com

## MEET THE TEAM

Probably the best  
games writers on  
the planet



**Chris  
Schilling**  
FUEled up on 360



**Steve  
Hill**  
Racing like a Pro

## Don't miss! *This month's top highlights*



**FUEL**

MASSIVE PREVIEW & INTERVIEW



**The Lost and Damned**

Definitive DLC review



**Winter Sports 2009**

Skating on thin ice



**Race Pro**

Track lovers take note



**Halo Wars**

Microsoft's mighty new RTS

## QUICK FINDER

Every game's just a click away!

Operation  
Flashpoint:  
Dragon Rising  
Overlord II  
White Gold:  
War in Paradise  
FUEL  
The Lost and  
Damned

Halo Wars  
Race Pro  
Winter Sports  
2009  
Space Invaders  
Extreme  
Death Tank  
3-on-3 NHL  
Arcade

## MORE FREE MAGAZINES! LATEST ISSUES!

## DON'T MISS ISSUE 29 SUBSCRIBE FOR FREE!

### WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.







**Publisher:** Codemasters  
**Developer:** Codemasters  
**Heritage:** FUEL, DiRT  
**Link:** [www.codemasters.com/flashpoint](http://www.codemasters.com/flashpoint)  
**ETA:** Summer



The EGO engine allows for more dynamic and moody lighting – Flashpoint was never a bad-looking game, but it's seriously impressive from a visual standpoint now.

## FIRST LOOK

# Operation Flashpoint: Dragon Rising

*Soldiering into console territory*

**PREVIEW  
FEEDBACK!**  
Click here to tell us  
what you think of  
Operation Flashpoint:  
Dragon Rising

### What's the story?

Skira, a small island off the east coast of Russia, is the scene of battle, as the Chinese People's Liberation Army attempts to wrestle control from the Russians. The US army is called in for support, and this is where you come in – playing as an American marine, it's up to your battalion to take on the Chinese and attempt to defuse this difficult situation before a full-scale war breaks out. No pressure, then.

### What do we know?

It's the first time Operation Flashpoint has come to consoles, but this unforgiving military sim hasn't been dumbed down any. It's still a fearsomely (yet satisfyingly) tough tactical shooter, and – thanks to the use of Codemasters' EGO Engine (used in racers DiRT and Grid) – it's a very good-looking one, too. It offers an almost overwhelmingly freeform approach to missions, allowing players to react to situations as they see fit, while dynamically changing objectives ask you to perform certain tasks to help the war effort. Though it's a fictional conflict, the dedication to realism is still hugely impressive – authenticity is most definitely the key to Flashpoint's success.

### When do we get more?

It's due for release in the summer. To be fair, it doesn't seem like the kind of game which would suit a demo, but you never know.

### Anything else to declare?

There's a new command system which allows you to make quick tactical decisions by quick D-pad inputs – which is ideal when you're being ambushed and have little time to formulate a plan.



There's a contemporary tinge to the aesthetic, with a bold interface that uses striking colour for important info.



Flashpoint is a very methodical shooter – it's all about moving slowly and making tactical decisions from safety where possible.

**"This is the first time that Operation Flashpoint has come to consoles"**





TAKE **WARFARE**  
TO A **HIGHER LEVEL**



**AVAILABLE FROM 6TH MARCH**



4 PLAYER JUMP IN / JUMP OUT CO-OP  
MODE ON THE ENTIRE SOLO CAMPAIGN,  
PLUS 8 PLAYER COMPETITIVE MODES.



ISSUE ORDERS, CALCULATE EVASION  
TACTICS, AND TRACK YOUR OPPONENTS  
WITH THE ENHANCED REALITY SYSTEM.

[WWW.HAWXGAME.COM](http://WWW.HAWXGAME.COM)




 **PLAYBACK OPTIONS:**

 **Tom Clancy's**  
**H.A.W.X**

**HIGH ALTITUDE WARFARE**

**PC**  


 **XBOX 360** LIVE

 **PLAYSTATION 3**



**UBISOFT**

© 2009 Ubisoft Entertainment. All Rights Reserved. H.A.W.X, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. "2", "PLAYSTATION", "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.



**CONTROL** →



## White Gold

**Publisher:** Play Ten  
**Developer:** Deep Shadows  
**Heritage:** Boiling Point:  
Road to Hell  
**Link:** [www.whitegold-game.com/eng](http://www.whitegold-game.com/eng)  
**ETA:** TBA 2009



**"You can visit all the island resorts within the Caribbean"**

Deep Shadows bit off more than it could chew with Boiling Point – hopefully this game can iron out the kinks, though it sounds even more ambitious and complex.



Evidently there's some kind of military involvement if the vehicles shown are anything to go by. They range from trucks to gunboats.

## FIRST LOOK

# White Gold: War in Paradise

*The FPS gets a dose of Caribbean spice*

## What's the story?

In this spiritual sequel to Boiling Point: Road to Hell, your protagonist arrives in this beautiful environment hunting for answers to a series of mysterious, unexplained events. Naturally, it's not long before he's embroiled in a gang war, and it's up to you to figure out exactly what's going on, and get out of there alive.

## What do we know?

Boiling Point was a hugely ambitious but equally flawed shooter-cum-RPG, which was sadly so buggy that it became a case study for entomologists. Yet it had some interesting ideas, and developer Deep Shadows has expanded these for this spiritual sequel. You can visit all the island resorts within the Caribbean, environments are fully destructible, the storyline is entirely non-linear, and real-time weather effects and a dynamic day-night cycle add atmosphere. And, this being a shooter, there are plenty of vehicles and weapons to get your hands on..

## When do we get more?

Anyone's guess. The game has been delayed for quite some time, but the emergence of new details and screenshots suggests it will finally arrive this year.

## Anything else to declare?

There are eight separate factions to deal with, whose relationships with each other and the hero develop as the game progresses. Keeping track of friends and enemies is sure to be a key factor in how you play the game.

**PREVIEW  
FEEDBACK!**  
Click here to  
tell us what  
you think of  
White Gold:  
War in Paradise



# GUITAR HERO®

## WORLD TOUR

# UNLEASH YOUR INNER ROCKSTAR!



### WIRELESS GUITAR CONTROLLER:

Re-designed for the ultimate playing experience, including:

- Neck slider for nailing the most intense solos
- Dedicated star power button and re-designed controls for improved gameplay
- Interchangeable faceplates for customising your look\*
- Also compatible with Guitar Hero® games for the Xbox 360®



### WIRED MICROPHONE:

- Sing along using the mic and infuse your own style into the music

**ROCK OUT ON THE GUITAR CONTROLLER  
OR ADD A DRUM KIT CONTROLLER AND A MIC  
FOR THE BAND EXPERIENCE**

### WIRELESS DRUM KIT:

The most authentic drums available, including:

- Quiet surfaces so you can hear the music
- Pressure-sensitive pads allow creation of a wide range of sounds
- Authentic arrangement of the pads to mimic an actual drum set with raised cymbals



PLAYBACK OPTIONS:



Create your own rocker, choose from your favourite Guitar Hero icons or take the stage as the biggest rock stars around.



Compose, record, edit, and share your own music online. Download and play community-created content for free! \*\*



Rock out solo, with another guitarist or with a band. Kick it up with 4 vs. 4 Battle of the Bands play. \*\*

## COMING AUTUMN 2008

\*Additional faceplates sold separately \*\*Some features may be limited in the Wii™ and PlayStation®2 Guitar Hero World Tour games



PlayStation 2

PLAYSTATION 3

XBOX 360 LIVE

Wii

NINTENDO DS

VICARIOUS VISIONS

GOAT

redoctane

Guitar Hero® World Tour © 2008 Activision Publishing, Inc. Guitar Hero, Activision and RedOctane are registered trademarks of Activision Publishing, Inc. Patents Pending. "12", "PlayStation" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. Wii AND THE WII LOGO ARE TRADEMARKS OF NINTENDO. All other trademarks and trade names are the properties of their respective owners. All rights reserved. Activision makes no guarantees regarding the availability of online play, and may modify or discontinue online service in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time.

ACTIVISION  
activision.com



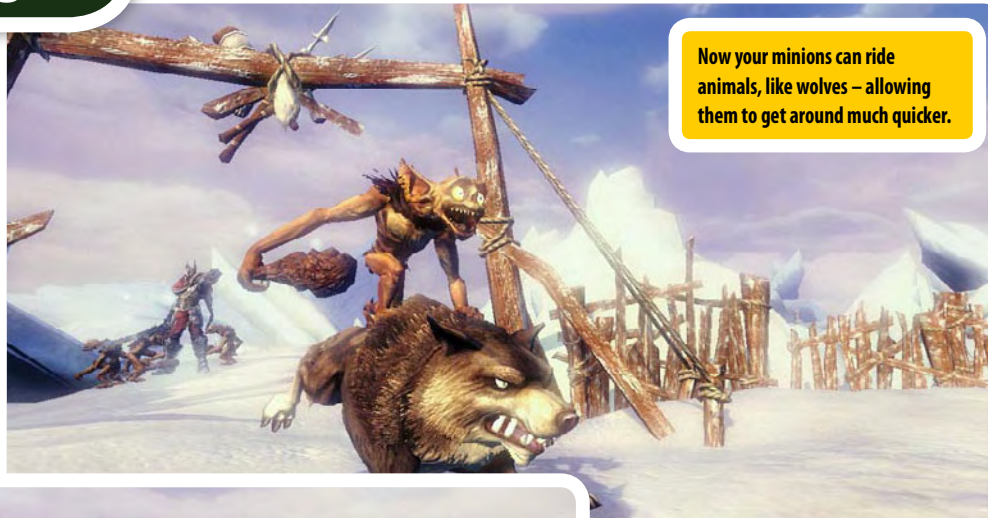
CONTROL →





## OVERLORD

**Publisher:** Codemasters  
**Developer:** Triumph Studios  
**Heritage:** Age of Wonders series, Overlord  
**Link:** [www.codemasters.co.uk/games](http://www.codemasters.co.uk/games)  
**ETA:** June



Now your minions can ride animals, like wolves – allowing them to get around much quicker.

Though the Glorious Empire enemies are more realistic, you'll still encounter your fair share of monsters and other assorted creatures.



*"Overlord II looks like more of the same, with a few enhancements to the visual engine and the gameplay"*



Battles are more hectic than ever – with extra animals in the fray, things can get gloriously chaotic at times.



## FIRST LOOK

# Overlord II

*At my signal, unleash hell!*

**PREVIEW  
FEEDBACK!**  
Click here to tell us what you think of Overlord II

## What's the story?

It's the sequel to that underrated, almost Pikmin-esque action-adventure which saw you creating havoc with a legion of tiny minions doing your evil bidding. This time the action's set in Roman times, with the Overlord fighting against the Roman Empire – or the Glorious Empire as they'll be known here – meaning skirmishes between well-organised armies, and the vicious little buggers that make up your own minion mob.

## What do we know?

Overlord had a great deal of charm, despite the fact that you were playing someone who was evidently the embodiment of evil, and Overlord II looks like more of the same, with a few enhancements to both the visual engine and the gameplay. Its graphics are really impressive, with the period recreated with some skill, while the minions are now more advanced than their comparatively brainless predecessors, and are now able to ride creatures around the land, offering new tactical options in battle.

## When do we get more?

It's out in June. Hopefully we'll get some hands-on time with the game before then, as it's looking pretty tasty so far (and we really enjoyed the first game, too).

## Anything else to declare?

The script will once again be written by award-winning writer Rihanna Pratchett, who was nominated for a Writers' Guild award for her work on the original game.



SQUARE ENIX®

NINTENDO DS™



# VALKYRIE PROFILE®

Covenant of the Plume™

AVAILABLE FROM  
**03.04.09**



VALKYRIE PROFILE  
Covenant of the Plume

[www.valkyrieprofilegame.com](http://www.valkyrieprofilegame.com)

NINTENDO DS SQUARE ENIX®

© 2008, 2009 SQUARE ENIX CO., LTD. All Rights Reserved.  
Developed by tri-Ace Inc. Character Illustration: KOU YOSHINARI / YU YOSHINARI  
VALKYRIE PROFILE and COVENANT OF THE PLUME are registered trademarks or trademarks of Square Enix Co., Ltd.  
SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd.  
NINTENDO DS IS A TRADEMARK OF NINTENDO

## A QUEST FOR VENGEANCE

Hell-bent on taking revenge against Lenneth Valkyrie for the death of his father, a young soldier accepts the Queen of Niflheim's offer of a magic feather imbued with terrible power – the Feather of the Goddess. In addition to the series' renowned tactical battle system, a brand-new Multi-story system allows you to decide the direction and outcome of the plot. How will your story end?



[www.valkyrieprofilegame.com](http://www.valkyrieprofilegame.com)

© 2008, 2009 SQUARE ENIX CO., LTD. All Rights Reserved.  
Developed by tri-Ace Inc. Character Illustration: KOU YOSHINARI / YU YOSHINARI

VALKYRIE PROFILE and COVENANT OF THE PLUME are registered trademarks or trademarks of Square Enix Co., Ltd. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. Trademarks are property of their respective owners. Nintendo DS is a trademark of Nintendo.







# INCOMING

*A fistful of top new titles coming to 360...*



## Fight Night: Round 4

**Publisher:** EA Sports | **ETA:** Summer

The pugilistic purist's boxing game of choice returns this year, with over 50 licensed fighters from past and present. It promises a greater sense of realism, both in the ring and out, with a new Legacy mode which offers increased depth, while there are multiple titles to fight for within each weight division.



## DiRT 2

**Publisher:** Codemasters | **ETA:** September

Careers in DiRT 2 will span the globe, with events in Japan, Malaysia and Croatia among others, while there's a greater mix of styles – canyon racing in a Utah creek followed by night races at Battersea Power station, anyone? DiRT 2 also promises improved online functionality, with so-called 'scribbles' informing you of your friends' progress. So far so good, and we'll bring you more soon.

## Fallout 3: The Pitt

**Publisher:** Bethesda | **ETA:** March

Fallout 3's second DLC pack will see players journey to Pittsburgh, Pennsylvania and the titular industrial raider town. It's thought to be less combat-focused than Operation Anchorage, though there's the fearsome Auto-Axe to pick up – a weapon that looks like some kind of deadly industrial power tool. You'll also be able to interact with raiders for the first time instead of just killing them.



## Mass Effect 2

**Publisher:** EA | **ETA:** 2010

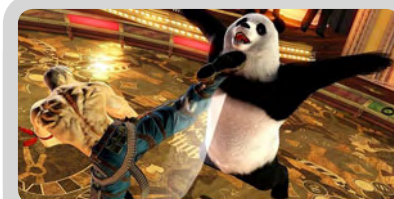
We're being told to keep hold of our game saves from the first Mass Effect, as our choices in the first will apparently impact on the sequel. A nice idea, but the teaser trailer makes us wonder exactly how it's going to work, when it's revealed that Commander Shepard was – gasp – killed in action. It seems you'll be playing as a brand new character, but we predict that Shepard won't be dead, and you'll get to see him/her later in the game. Plenty of time to speculate, anyway – this won't be here until next year.



## Lost Planet 2

**Publisher:** Capcom | **ETA:** TBA

There's been a huge climate change in the Lost Planet world, meaning you'll spend some time fighting in jungles and other warmer climes. There's a new co-operative mode, even bigger mechs to pilot and Gears-esque portable cover to make the most of. And apparently it'll all play quite differently to the first.



## Tekken 6

**Publisher:** Namco-Bandai | **ETA:** Autumn

Namco's Tekken faces a bit of a struggle to topple the awe-inspiring Street Fighter IV – especially as early reports suggest that it's not even the best of the Tekken games to date. But where else can you get away with kicking a panda in the face? After being frogmarched out of Chester Zoo recently, we'd guess 'nowhere'.

UPCOMING

APRIL

- Assault on Dark Athena – 24th April
- Namco Museum: Virtual Arcade – April

MAY

- X-Men Origins: Wolverine – May
- Bionic Commando – 31st May

JUNE

- Champions Online – June
- Ghostbusters: The Videogame – 19th June

SUMMER

- Harry Potter: THBP – Summer
- Battlefield 1943 – Summer





# EAT THAT FAT BOY!

25 YEARS OF GAMING GOING UP IN SMOKE

COMING  
SPRING 2009

[www.WeaponsOfMattDestruction.com](http://www.WeaponsOfMattDestruction.com)



PLAYSTATION 3



XBOX 360 LIVE



©2008 D3 Inc. and Vicious Cycle Software, Inc. Published exclusively by D3Publisher of America, Inc. worldwide. D3Publisher and its logo are trademarks or registered trademarks of D3Publisher of America, Inc. Developed by Vicious Cycle Software, Inc., Vicious Cycle Software, Inc. and its logo are trademarks of Vicious Cycle Software, Inc., Inc. All rights reserved. All other trademarks are property of their respective owners. Microsoft, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



PLAYBACK OPTIONS:



Get ready for the return of the most popular  
videogame hero...of the 1980s.

Matt Hazard is staging his "comeback" against  
his retro enemies in a hilarious parody of the  
last 25 years of gaming

Starring the voices of Will Arnett  
and Neil Patrick Harris

16+

[www.pegi.info](http://www.pegi.info)



PLAYSTATION 3



XBOX 360

XBOX LIVE



CONTROL →







**Publisher:** Codemasters  
**Developer:** Asobo Studio  
**Heritage:** Ratatouille,  
WALL-E  
**Link:** [www.codemasters.com/games/?gameid=2846&territory=EnglishUSA](http://www.codemasters.com/games/?gameid=2846&territory=EnglishUSA)  
**ETA:** May

**PREVIEW  
FEEDBACK!**  
Click here to  
tell us what you  
think of FUEL

**HANDS ON**

# FUEL

*Exclusive hands-on with Codemasters' epic racer. Let's off-road!*

It's fair to say that Codemasters is thinking big with its latest four-letter racing game. Except 'big' doesn't quite cut it when it comes to FUEL. Its alternate present – a vast North American landscape ravaged by the effects of global warming – covers an enormous 14,000 square kilometres. There are 100,000 miles of tracks, paths and roads snaking about this huge wasteland. It's running on a game engine that's been developed over the course of seven years, which can procedurally generate this massive world so you can traverse it without being interrupted by a single loading screen. And, should you reach one of the many vista points dotted about the landscape – areas which offer the most spectacular views of this stunning racing playground – the astonishing draw distance will allow you to see a spot 40 kilometres away. Which, should it tickle your fancy, you can then drive all the way over to.

That's assuming the weather doesn't get in the way, of course. This is, after all, considered to be a danger zone – a no-go area which its previous residents have long since abandoned owing to

*"The astonishing draw distance will allow you to see a spot 40 kilometres away"*

the extreme weather conditions. Yet it's the brush fires, floods, storms and even tornadoes which have attracted groups of adrenaline junkies, all relishing the rush of competing against each other ➤



**ROLL OVER**  
THE BIG  
PICTURE



## FUEL



There's something inherently thrilling about spotting a storm just around the corner and then racing towards it.



EXCLUSIVE SHOT!

ROLL OVER  
THE BIG PICTURE

### > FUEL continued

and the elements across this wild and wonderful terrain. The dynamically changing conditions all genuinely

affect races, too – gigantic twisters whip up swirls of dust and dirt, obscuring your view, while pylons collapse across the tracks, forcing you to take evasive action. It's hectic and it



EXCLUSIVE SHOT!

ROLL OVER  
THE BIG PICTURE

**"The 19 massive zones which make up the map are all designed from detailed satellite data"**

looks great – we feared that the weather would be just an excuse to funnel you down certain paths in a similar manner to Far Cry 2's mountainous walls and Fallout 3's piles of rubble, but no. If you can see it, you can ride there – it's as simple as that.

Some remarkably clever tech has made this all possible – the 19 massive zones which make up the map are all designed from detailed satellite data taken from areas of North America ranging from Mount Rainier to the

Grand Canyon. Producer Dave Brickley confirms that the software is so powerful it could generate that area as is, but that Codemasters has squashed it all together, moving famous landmarks closer together to keep the environment interesting while ensuring you don't have to travel too far to happen across a racing event or something else to keep you entertained. The theme is 'consistent but diverse', and with environments ranging from Yellowstone National Park to the badlands of Utah, there's absolutely no denying the latter. Indeed, Brickley claims he wanted an almost Zelda-esque feel to the world – with mountain, desert, snow and canyon areas familiar to Nintendo's classic series all featuring here.

So, plenty of world, then – what has Codemasters filled it with? For starters, >





Checkpoints are very clearly labelled, so even when the tracks are more open there's little chance of you losing sight of where to go next.



## > FUEL continued

there are 70 different vehicles across six classes – on-road and off-road bikes, cars, quads, trucks, buggies and dragsters. And there are 70 main career events – ranging from time trials, A-to-B races and checkpoint attacks, to lengthier circuit races and the special Raid events, which represent the ultimate challenge, offering races which can run between 40 minutes and four hours. Two to three hundred other challenges are available across the world, all leading to unlockables and other rewards, while 100 heliports allow you to fast-travel between locations. The Career mode offers a structured way through the game, with between three and nine completed events unlocking each new area if you prefer a more regimented approach. Although it's really just easier – albeit not necessarily quicker – to drive from one region to the other.

Yet it's clear that FUEL hasn't really been designed like that. Primarily, Codemasters sees it as a free-roaming online multiplayer experience, and Brickley acknowledges the influence of Eden's Test Drive Unlimited on FUEL, citing its seamless online integration and its free-roaming island world as inspiration for elements of the game's design. But he doesn't want players to be restricted to racing – in his words: “you can mess about to your heart's content,” and to that end there will be plenty of zones just for messing around in, like the stunt parks in the game's hub areas.

## Group meeting

Brickley envisions players meeting up in groups and driving around the world looking for a good spot to race, finding a distant point and setting that as the finishing line, then challenging each other to race there. Though that's not to say that you can't offer more >



Codemasters hopes that players will just hop online and race around casually with friends as well as tackling the preset events.



ROLL OVER  
THE BIG  
PICTURE







## FUEL



There are noticeable differences to how each vehicle handles, and while it's more arcade than sim-like, moving from surface to surface requires a slight readjustment.



There's a very good sensation of speed, enhanced by the ground detail, which isn't nearly as indistinct as Motorstorm.



ROLL OVER  
THE BIG  
PICTURE

### > FUEL continued

complex tasks – races can have between two and 30 checkpoints, and you can save any created events to share with other online users. If you're not feeling quite so creative, Asobo has included a number of preset challenges to try out.

Even so, you'd presume that it would be easy to get lost in the wilderness, but that's unlikely given that the game's HUD points you in the right direction for challenges, races and other events, while each vehicle's GPS provides the optimum route to your target. If you're really good and like to race dangerously, it will adjust to show an even faster course, but it'll likely be a much more difficult path – a damage meter increases if you're treating your

ride too roughly, and if it fills to the top then you'll crash out, losing valuable seconds before you're plonked back where you previously were.

Given the complexities of the game world, you wouldn't expect FUEL to be pushing as many polys as, say, GRiD, and so it proves – though even in the non-optimised pre-alpha code we played, it still offered plenty of eye candy. Houses ripped to ribbons and abandoned, rusted vehicles reminded us of the post-apocalyptic DC of Fallout 3, while the rain-lashed dirtbike race we witnessed easily rivalled Motorstorm, with superior ground texture detail enhancing the sense of speed.

Having been shown the game's main features, we were finally able to grab the pad and get a taste of FUEL for ourselves. After selecting our avatar >







## FUEL



*"Codemasters' brave new world offers the greatest freedom in a racer yet seen"*

Rather than the game featuring any kind of elaborate trick system, stunts are just for showing off.



While the spectre of 'gnarly dude' extreme sports-speak hangs over FUEL, riders seemed fairly quiet during our play session.

### > FUEL continued

(think extreme sports addicts rather than Mad Max wannabes), we set off from the hub at Tsunami Reef, and entered a couple of races. As we were jumping between events, there was a brief load and a cut-scene showing our racer dropped onto the grid by a giant chopper. Races are the only area of the

game which are hand-crafted rather than procedurally generated, though there are still shortcuts and alternative routes to try. Handling is more arcadey than you might think, yet terrain definitely makes a noticeable difference – our back tyres slid about quite happily in the gravel as we struggled to take a sharp corner. In truth, while the races were enjoyably chaotic, they



EXCLUSIVE SHOT!

ROLL OVER  
THE BIG PICTURE

lacked a little of the pizzazz of Pacific Rift – though the vertiginous Skywalk Bridge over the Grand Canyon has the potential to be memorable in multiplayer. Competing against the developers themselves in two six-player online checkpoint races was more like it, with some of the more advanced vehicles offering faster, twitchier rides as we attempted to navigate some treacherous terrain, swerving around trees and barrelling down some seriously steep slopes.

FUEL's final months of development and optimisation will be key to its initial

success or failure, though ultimately it will be its online community which shapes its future. There's certainly no denying that it could potentially influence a whole new breed of racing games, and while it's hard to determine whether the developer can successfully mine the potential here, its ambition and scope really can't be faulted. Codemasters' brave new world offers the greatest freedom in a racer we've yet seen, and we'll know by May whether or not that makes FUEL one of the most progressive and exciting videogames of 2009. ●

360Zine

FUEL

HOW COMPLETE?

90%

FIRST IMPRESSIONS

90%

*Huge, but can the execution match the ambition?*







# PEDAL PUSHER

*As Executive Producer of Codemasters' open-world racer FUEL, **Dave Brickley** faced a number of unique challenges during the game's development. We sat down with him for a chinwag about FUEL to find out exactly where it came from and what it's all about...*



The variety in the game's environments is impressive.

We're promised a roster of over 70 vehicles, some of which remain secret.



**How did the concept for FUEL come about? You obviously had the game engine in place, and the idea of an alternate present with dynamically altering weather conditions, too...**

And another four-letter Codemasters racing game as well! It was all just one thing after another, to be honest. Basically, I think if you see an opportunity like this then you try and play to its strengths. This was an amazing bit of tech, and the guys [at developer Asobo Studio] clearly enjoyed playing it, even when it had no structure. And we thought, 'Well, that's got to be the core of the game'. But then we looked at what it offered that no other racing game did – for example, the 40km draw distance. We thought that was wonderful, so let's show players things on the horizon that are going to attract their interest; let's determine what types of geography we want to focus on.

**And how about the dynamic weather in the game?**

Well, the idea of bringing something exciting on the horizon to the player led onto the concept of these massive thunderstorms and tornadoes, and that's where the weather idea came in. We wanted to show people something that's never been done before, and decided to exploit it to the fullest.

Once we came to the decision that we liked the idea of the weather, we realised we needed an excuse for the weather to happen a lot, because generally thunderstorms and tornadoes are not that prevalent. And we thought, well, what if climate change is out of control? Then everything else grew from there.

**When you came to create the circuits for the races, was it a case of using what was already there? Or did you have to tighten things up a bit to craft suitable tracks?**

Oh, yeah, there's a definite distinction to be drawn. Basically, 99% of the roads are procedurally generated. However, the circuits are totally hand-built. They're all done by the designers, and that's because we wanted them to make the best use of the slower, nimbler vehicles like the quads.

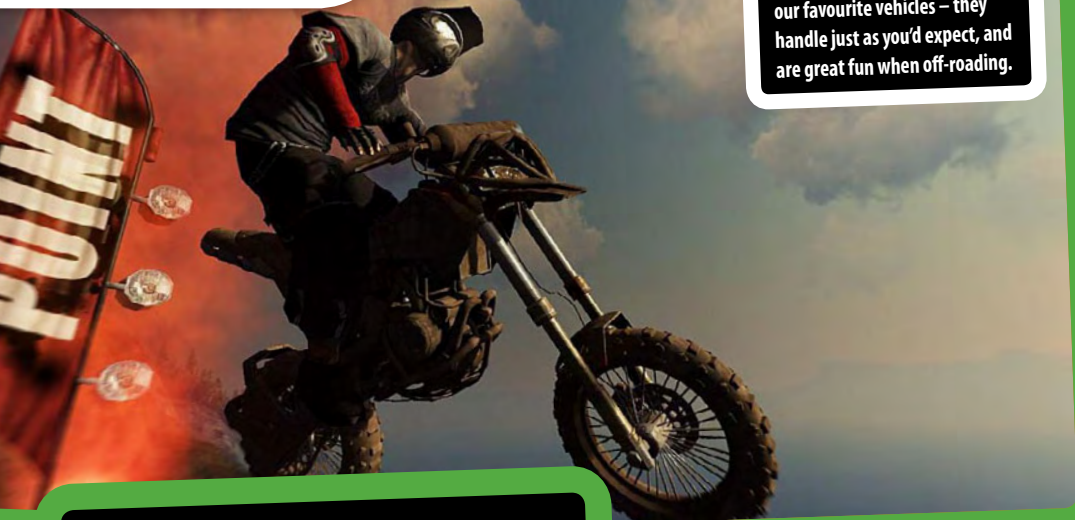
Something like the Skywalk [Bridge] over the Grand Canyon was totally done by hand, and there was nothing procedural about that. It just seemed irresistible – we've got the Grand Canyon, we thought it would be great to drive over it on a see-through bridge. So all the circuits, including the one with the tanker on the beach that you saw, were done by hand. But the areas leading away from there that link onto the circuits are procedural, so that's how the two tie together. Ultimately, we wanted to have very specific areas for the different vehicles.

**Would it be fair to say that you see the game as more of a multiplayer experience than a single-player game, even though there's plenty of single-player content?**

I think so. I think to enjoy the game to its fullest there's no question that an Internet connection is going to go a long way. Driving around alone with no people about; just picking up the pad and driving for ages – it's great to have that as a starting point, and having that in there is a way of encouraging people to see more of the world and more of the vehicles, and then to try it in multiplayer... That's definitely the best way to enjoy the game.







The dirt bikes have to be one of our favourite vehicles – they handle just as you'd expect, and are great fun when off-roading.

**"There's not a lot of downloadable content planned – there's so much in it already"**



Particle effects are impressive, adding to the mid-race chaos.

## > Interview continued

**It seems a good way to get ideas for races – to find places that you like, then go online and tell your mates you've found a great spot to drive and invite them along...**

(Enthusiastically) Yeah, yeah, we hope so. We're hoping to see what happens from this first iteration of the game. Hopefully if it does well, we'll see what people do with it and learn from it, and then we can try and build on that for future versions.

**Talking of future versions, are you thinking along the sequel route? Or if any obvious ways to improve the FUEL experience come up, will you patch the game or add to it via downloadable content?**

Well, that option is always there for us. It's not a game where there's a lot of downloadable content planned – there's so much in it already anyway that it wasn't massively in our thoughts. And to be perfectly frank, with FUEL being the first game, time spent doing DLC would be time better spent making the game better. So we're always focused on getting it out of the blocks first and making it as good as it can be. But yeah, that's the great thing about consoles these days – not patching but adding to the experience is great if it's something that genuinely adds merit and enjoyment.

**Can you explain how the stunt parks within the hub areas work?**

It's really just an extension of the circuits – being on a bike and being on

a vehicle where it's fun to just take off on jumps and show off. But with all the terraforming in the world, rather than have players spawning on a flat plain that's not very interesting, we've chosen areas like the oil tanker or the nuclear power plant up on the hills, which are all effectively just little playgrounds. Those are the areas where you'll wait for players to spawn in – you can all just hang out, wait for a game and then you're off. That's where you can expect to see your mates for the first time before you head off and do something else. So there's not a lot more to them, other than the fact that that's where you start off and choose whether you're going to kick off or just kick back when you join the game.

**Finally, we have to ask – how long does it take to drive from one extreme of the map to the other?**

(Laughs) I'll have to revert to the answer from the guys at Asobo for that one. They have tried it on numerous occasions, but the simple answer is: "We don't know, we keep getting distracted!" ●



Dave Brickley is FUEL's Executive Producer. He cites Test Drive Unlimited as a big influence on the direction the game took during development.



**Publisher:** Codemasters

**Developer:** Asobo Studio

**Heritage:** Ratatouille,  
WALL-E

**Link:** [www.codemasters.com/games/?gameid=2846&territory=EnglishUSA](http://www.codemasters.com/games/?gameid=2846&territory=EnglishUSA)

**ETA:** May



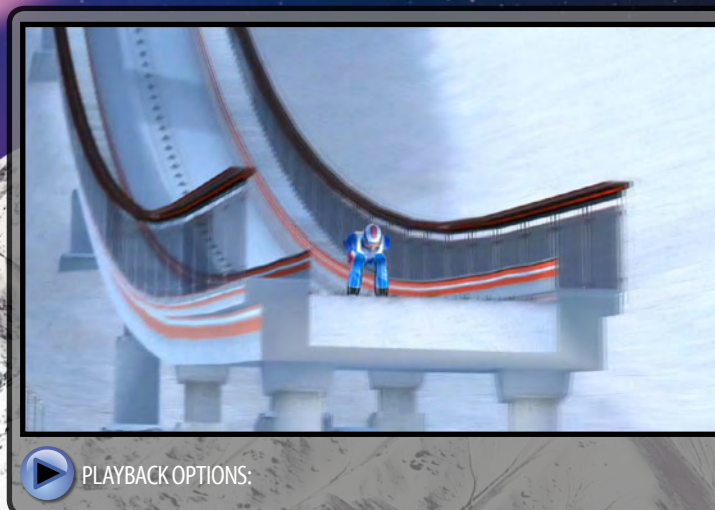


# WINTER SPORTS

## THE NEXT CHALLENGE 2009

Featuring an awesome collection of heart-pumping, adrenaline-fuelled winter sports disciplines!

Includes Snowboarding, Speed Skating, Ski Jumping, Bobsleighting, Curling, Figure Skating and much more!



Compatible with the Wii Balance Board™ for an enhanced gaming experience

Available 27-02-09



© RTL Television 2009, marketed by RTL Interactive GmbH. RTL Sports is a label of RTL Interactive GmbH. Developed by 49Games GmbH. Microsoft, Xbox, Xbox 360, LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO, NINTENDO DS, WII AND THE WII LOGO ARE TRADEMARKS OF NINTENDO.





**Publisher:** Activision

**Developer:** Neversoft

**Heritage:** Guitar Hero III:

Legends of Rock,

Tony Hawk series

**Link:** <http://worldtour.>

[guitarhero.com](http://guitarhero.com)

OUT NOW

# Guitar Hero World Tour

*The new master of home entertainment gets bigger and better*

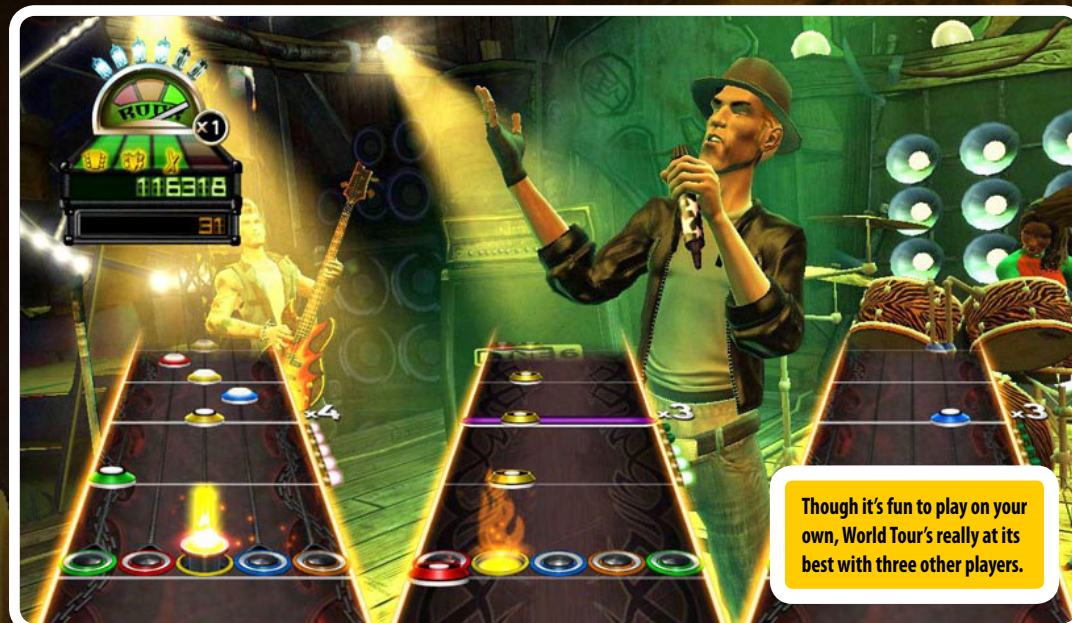
**S**taying in is the new going out. As the credit crunch hits hard, more and more people are looking to videogaming to keep them entertained. And what better way to keep family and friends happy than indulging in a few sessions of Guitar Hero – particularly as the series now, with the Guitar Hero World Tour Band Pack, has enough instruments to get everyone rocking.

## Initial expense

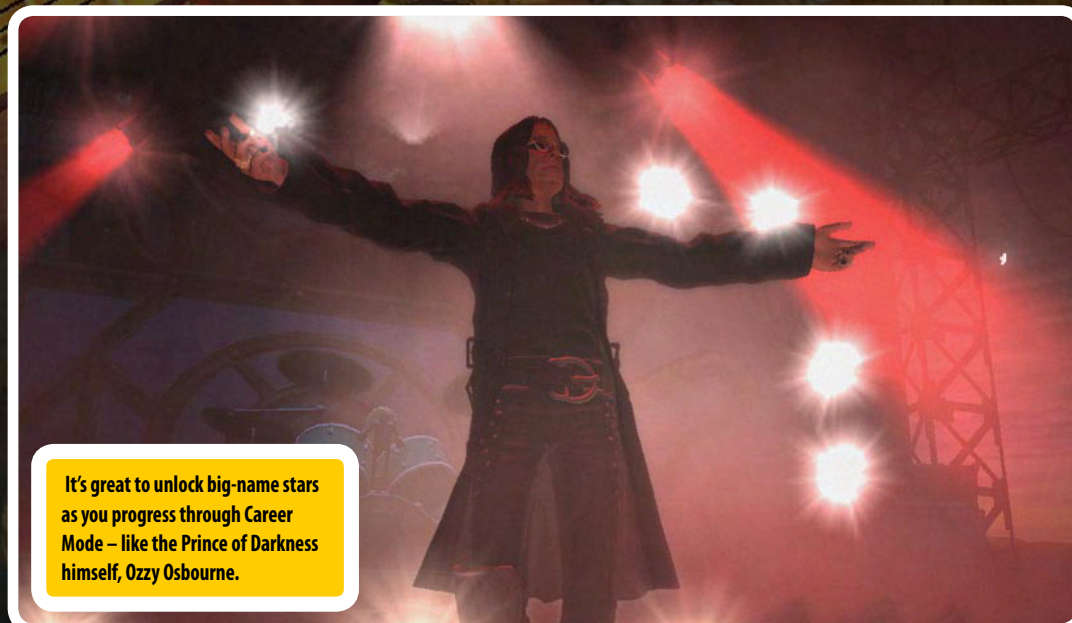
Sure, there's the small hump of that initial outlay to get over, but once you've carted the hefty Band Pack home with you, opening the box will tell you that it was money well spent. The instruments are substantial and sturdy pieces of kit, with the drums capable of withstanding a fearsome pummelling and the guitar's longer strumbar and touch-sensitive lower neck more than able to cope with the

most frenzied of fret mashers. While Guitar Hero has always been a social pursuit – offering as much entertainment to those watching as those acting out their rock star fantasies – the simple addition of a microphone and drum kit turns it into one of the best local multiplayer experiences you can possibly have.

Knowing full well that World Tour is likely to encourage beginners to play for the first time, Activision has made Guitar Hero a much more accessible game. The easiest difficulty simply allows you to bash out simple notes or rhythms on the guitar or drum kit without needing to worry about which buttons to press. As long as her timing's not too far out, granny's first Hendrix impression needn't lead to instant failure. Yet the series hasn't abandoned its hardcore roots either – nailing the final few tracks on Expert is the kind of challenge that leads to



Though it's fun to play on your own, World Tour's really at its best with three other players.



It's great to unlock big-name stars as you progress through Career Mode – like the Prince of Darkness himself, Ozzy Osbourne.





## > Guitar Hero cont.

breathless, swear-filled YouTube videos as proof of player ability.

Overall though, Guitar Hero now feels like a more inclusive experience – it's equally well-suited for a quick jam with your family as a lengthy session with a few mates, with online Battles of the Bands appealing to the more competitive player. That's not to say that solo players are neglected – far from it. In fact, particularly given the inclusion of the GH Studio, which allows gamers to create their own riffs and tracks, and upload them to the GHTunes service, where creations can be shared with other Guitar Hero players. The studio itself offers remarkable flexibility, and though it initially seems overwhelming, a wealth of helpful and detailed tutorials guide you through the creative process. The

*"Guitar Hero is equally well-suited for a quick jam with your family as a lengthy session with a few mates"*

range of possible sounds and styles is immense, and if you're running short on inspiration and would rather just look for something that can spark your musical brain into life, then GHTunes makes it easy to search for the sort of tune you want to hear.

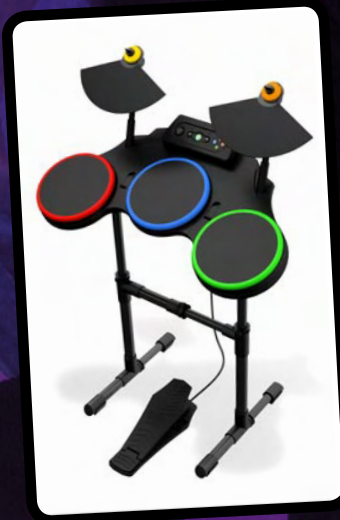
## Bigger and better things

Since it burst onto the market late last year, World Tour has only gone on to bigger and better things, expanding its scope via substantial downloadable content. Just about every week since the game's release has seen a raft of new tracks emerge, all of which >

Though daunting at first, the studio offers a great deal of flexibility for the musically minded.



There's an exceptional atmosphere at each gig – it's great to hear the crowd singing back songs when you're performing well.



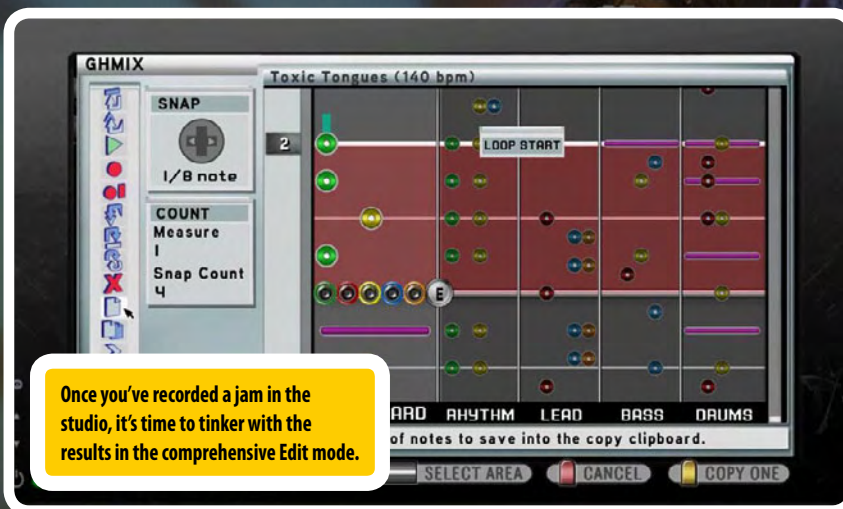




## > Guitar Hero cont.

can be downloaded to play along to for very reasonable prices. At the time of writing, more than 80 tracks are available, ranging from full albums like Metallica's Death Magnetic and Oasis' Dig Out Your Soul, to co-operative guitar duels against Zakk Wylde and

Ted Nugent. There's something for everyone on there - those who prefer their music a little more genteel will welcome the inclusion of the Acoustic Track Pack, while the Hard Rock pack caters for the headbangers. Other represented genres include reggae rock and Australian rock, so it's clear Activision is determined to offer a



pleasingly varied line-up, with the range only growing as the weeks progress. Even if you don't want to spend a penny more, you're guaranteed to be busy for a while with 86 tracks on the game disc alone. And they're all masters, too - no dodgy cover versions here.

Four months after its launch, we're still finding plenty of new content to keep us playing. And if for some reason you've not jumped aboard the Guitar Hero bandwagon just yet, then now is the ideal time to hop on. A more welcoming difficulty curve, the

**"Even if you don't want to spend a penny more, you're guaranteed to be busy for a while with 86 tracks on the game disc alone"**

impressive new peripherals, the largest and most eclectic tracklist of a Guitar Hero game yet and the greater focus on social play makes World Tour the best possible way to get involved with the franchise for the first time.

While the initial expense may be off-putting to some in the current economic climate, it's undeniable that World Tour represents terrific value for money - both the peripherals and the game itself are built to last. And, quite simply, it's some of the most fun you can have indoors without taking off your clothes. ●

## ENTER SANDMAN

*Guitar Hero: Metallica is set to rock your world*

Set for release across Europe on May 5th, Guitar Hero: Metallica pays tribute to one of the world's most popular rock bands. While it features songs from the band's back catalogue, unlike Guitar Hero: Aerosmith, its focus is not on history, but on Metallica as they are today. Once again, players form a group supporting the featured band, following in their footsteps by opening for them and finishing each set with a Metallica song or two. The other songs are from bands Metallica have personally selected for inclusion - those who influenced them and others they still love listening to.

49 songs in total are featured, 28 from Metallica themselves, with classics like Sad but True and One rubbing shoulders with modern powerhouses like All Nightmare Long. While the game will feature a similar difficulty curve to Aerosmith and World Tour, the new Expert Plus mode for drummers will really separate the men from the boys, with a second bass pedal (available to buy separately at launch) allowing fans to recreate Lars Ulrich's thundering beats. Meanwhile, the new Drum Over mode allows drummers to freeform, playing whatever they like over existing tracks without fear of failure. Another nice touch sees the Battle mode power-ups adjust to fit the Metallica theme - Fade to Black will blackout the notes for your opponent, while Trapped under Ice literally freezes the whammy bar.

Throw in cross-compatibility with World Tour's GHTunes service, and a host of DVD-style extras - including photos, videos and behind-the-scenes footage, and you've got a package that's sure to please fans of the band. And while you'll need to own the World Tour instruments already (no band pack version of GH: Metallica is planned) you'll also be able to buy Metallica-themed faceplates to customise your peripherals.







PLAYSTATION 3

SQUARE ENIX®

# DISGAEA 3

Absence of Justice



PLAYBACK OPTIONS:



PLAYSTATION 3



© 2009 NIPPON ICHI SOFTWARE INC. © 2009 NIS Europe, Inc. All rights reserved. Disgaea is a registered trademark of NIPPON ICHI SOFTWARE INC. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. "DS" and "PLAYSTATION" are trademarks or registered trademarks of Sony Computer Entertainment Inc.

**Be The Baddest Demon  
In The Underworld!**



[www.disgaea3game.com](http://www.disgaea3game.com)

"This is heaven!" 8/10 - EDGE

12+

www.pegi.info

© 2009 NIPPON ICHI SOFTWARE INC. © 2009 NIS Europe, Inc. All rights reserved. Disgaea is a registered trademark of NIPPON ICHI SOFTWARE INC. SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Holdings Co., Ltd. "DS", and "PlayStation" are trademarks or registered trademarks of Sony Computer Entertainment Inc.

NIS  
Europe



CONTROL →







# GTA IV: The Lost and Damned

**Publisher:** Rockstar  
**Developer:** Rockstar North  
**Heritage:** GTA series, Manhunt  
**Link:** [www.rockstargames.com/thelostanddamned](http://www.rockstargames.com/thelostanddamned)  
**OUT NOW**

## Like a bat out of Hell

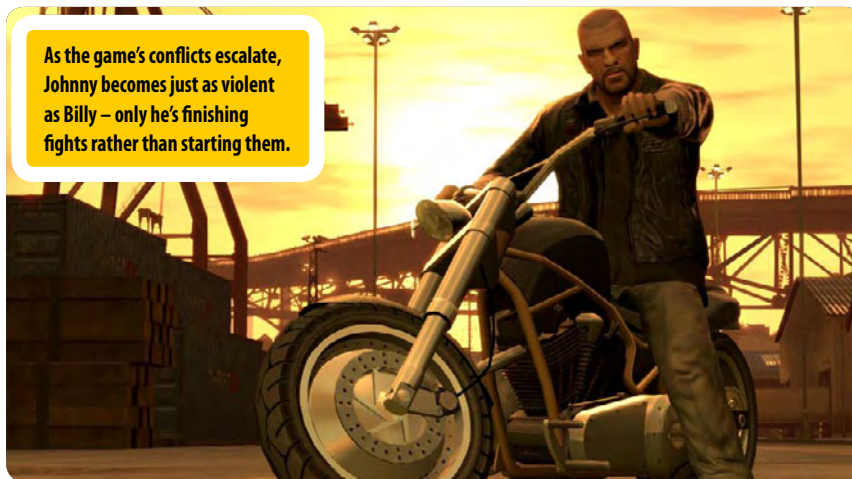
It's a little unfair to compare The Lost and Damned with 'regular' downloadable content, simply because Rockstar has had millions of Microsoft dollars, a boatload of time and the sort of manpower that other developers can only look on and envy. It's fair to say that, despite the familiarity of the locations, the adventures of Jewish biker Johnny Klebitz and his cohorts feels like an entirely new game. 10 hours or so of story plus a shedload

of extra missions and asides for around 14 quid represents serious value for money in our book.

But, obviously, only if you're a GTA fan. If you didn't get on with IV – and there were many who didn't – then this is best avoided. While it tells a very different tale, the themes are the same and the mechanics almost identical. The single biggest gameplay change is the addition of checkpoints which cut out some of the hassle of replaying

multi-part missions. Only some, mind – most of these merely cut out the drive to the first location with just one or two offering additional restart points part way through. And believe us, you will be replaying a few – The Lost and Damned certainly presumes its players have at least played a

As the game's conflicts escalate, Johnny becomes just as violent as Billy – only he's finishing fights rather than starting them.



The auto and combat shotguns offer substantial firepower, but we stuck with our trusty sawn-off for the most part.



## NEW BIKES FOR OLD

What's changed in Liberty City?



No peace



Ride, brother!



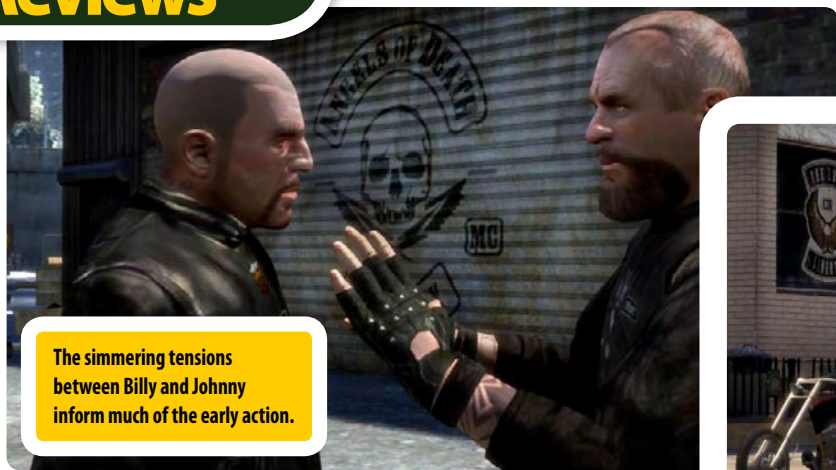
Clubhouse games



## No peace

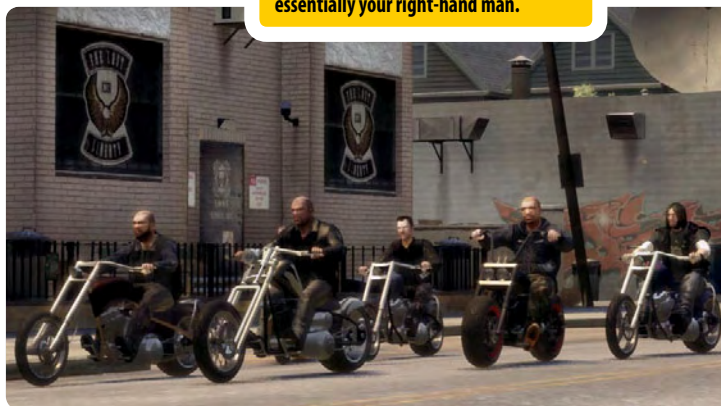
As soon as Billy's home, it's time to abandon all reasoning and reach for the guns. So you've got a cracking new handgun, a gorgeous new sawn-off shotgun and a grenade launcher which makes one of the most satisfying noises ever when you fire it.





The simmering tensions between Billy and Johnny inform much of the early action.

You develop a real bond with your teammates as you cruise around Liberty City together – particularly Jimmy who's essentially your right-hand man.



## > Lost and Damned cont.

substantial portion of Niko's adventure in Liberty City, if not completed it, such is the difficulty of its toughest missions.

Yet you'll grit your teeth and get through it, because the story's so gripping. Once again, Rockstar proves its way with characters and dialogue, and while it's disappointing that the plot abandons one of its key conflicts a little too soon, overall its roster is more memorable than the raft of new faces IV introduced in its second half.

The Lost and Damned tells the tale of The Lost, one of Liberty City's two

biker gangs, who are celebrating the return of its gang leader, the notoriously short-tempered Billy Grey. Yet there's trouble brewing at the heart of this band of brothers – having toned down its violent side during Billy's incarceration to focus more on the business side of things, vice president Johnny Klebitz and a few friends express serious doubts about the gang's impending return to head-cracking for kicks and resuming its feud with rivals The Angels of Death. Needless to say, there's plenty of

simmering resentment bubbling under the surface as Johnny reluctantly takes up arms to shoot his way through drug deals and robberies, and the gang starts to splinter into two separate

**"The Lost and Damned tells the tale of The Lost, one of Liberty City's biker gangs"**

factions, hardly helped by the traitorous Brian who starts to drive a wedge between the leader and his main 'soldier'. Naturally, the camaraderie you share with your brethren at the start soon dissipates, amid encounters with Triads, Mafiosi and an exhibitionist politician, leading to an explosive finale with a sombre aftertaste.

Though you'll be travelling down the same streets as Niko Bellic, Liberty City feels different as a member of the Lost. Even as things turn sour for the group, you'll always have a few friends to ride with, and Rockstar encourages you to ride in formation by placing an icon on the road and asking you to stay within it to hear chatter between the riders. This makes the sometimes

## FREEZE FRAME

Taking you through the game one step at a time



### 10 MINUTES

Liberty City looks so different – that might be something to do with the grain filter...



### 1 HOUR

It's war – the Angels won't know what's hit them, but is this really a wise idea?



### 3 HOURS

Rockstar plays its familiar card and hits the controversy switch once more. Look away... now.



### 6 HOURS

Will this Chapter never end? An attempted truce goes slightly awry and all hell brakes loose.



### 10 HOURS+

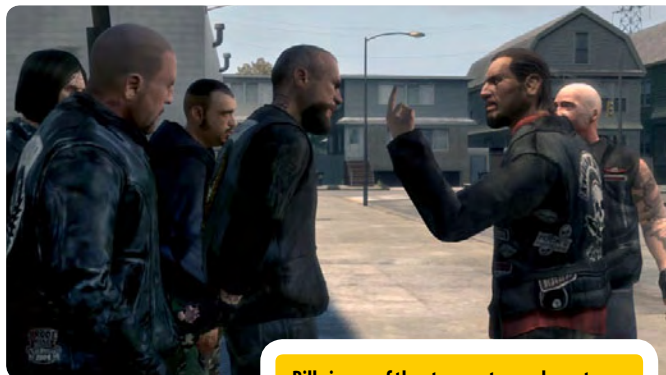
With the story missions over, it's time to explore some more – and take down some gangs.







Every time you're called to attend a meeting or deal, something goes wrong.



Billy is one of the strongest new characters – his sudden outbursts of verbal and physical violence make him an unnerving



Johnny seems more convincingly drawn into Liberty City's web of violence than Niko, although he's just as conflicted about his actions.



There's a grainy filter over the action which gives everything a sizzly, lived-in look. If you're not keen, however, it can be turned off.

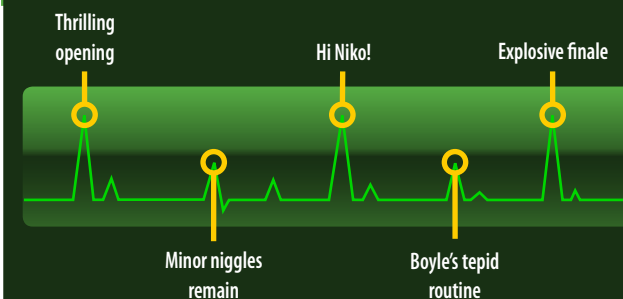
## > Lost and Damned cont.

long treks to missions that bit more interesting, particularly when your leader challenges you to an impromptu race to your destination. Those concerned about the lightweight bike handling in IV needn't worry – Johnny's default Hexer ride is a weighty and substantial beast, and it's now considerably harder to come off it when you collide with anything.

With over 20 missions, the campaign should take most players around nine hours, but only if you're not stopping to take in the sights. A host of extras bolster the package, from aggressive races to gang wars against the Angels, while there are a number of new interiors to explore. The comedy club has a new act, too – Scottish comic Frankie Boyle doing a couple of routines, but his inclusion seems to be purely for shock value, as his taboo-breaking monologues aren't very funny.

A raft of new multiplayer options ups the value yet further – Chopper vs.

## PULSOMETER *Signs of life*



Chopper is an amusing face-off between helicopter and bike, while Lone Wolf Biker gives one man a head start against up to 15 pursuers. Meanwhile, team-based additions like Club Business and Own the City offer plenty of brutal and chaotic fun. Yet, entertaining as these modes are, it's for its solo mode that Lost and the Damned will be remembered – its mature themes and well-developed characters making you really care about what many thought would be a mere side story. Best downloadable content ever? We'll be sensible enough to reserve judgment until the second 360-exclusive pack arrives. For now, this is a blistering start. ●

Chris Schilling

## 360Zine Verdict

The largest and most polished piece of DLC yet

Compelling new story

Checkpoints!

Don't like GTA? This won't change things

# 89%



**FOR THE FIRST TIME EVER!**

2-4 PLAYER MULTI-PLAY THROUGH  
NINTENDO WI-FI CONNECTION & DS  
WIRELESS COMMUNICATION  
ON BOTH WII™ AND NINTENDO DS™  
AT THE SAME TIME!



**Join your friends on a journey of discovery!**



[www.ffccechoesoftime.com](http://www.ffccechoesoftime.com)

© 2009 SQUARE ENIX CO., LTD. All Rights Reserved.  
CHARACTER DESIGN: Yasuhisa Izumisawa FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks  
or trademarks of Square Enix Holdings Co., Ltd. CRYSTAL CHRONICLES and ECHOES OF TIME are registered trademarks or  
trademarks of Square Enix Co., Ltd. NINTENDO DS, WII AND THE WII LOGO ARE TRADEMARKS OF NINTENDO.



**SQUARE ENIX®**





# Halo Wars

## Battle of the planets

**A**s you probably know by now, Halo Wars is the last game from developer Ensemble Studios, with Microsoft disbanding the company it owned after completion of this 360-exclusive real-time strategy. Yet that certainly doesn't mean the game isn't up to much. Quite the opposite in fact – Halo Wars might not be the first decent real-time strategy game on the console (that honour goes to Miyamoto's Pikmin) but as a fairly traditional RTS, it feels surprisingly at home on 360.

**Publisher:** Microsoft Game Studios  
**Developer:** Ensemble Studios  
**Heritage:** Age of Empires series  
**Link:** [www.halowars.com](http://www.halowars.com)  
**OUT NOW**

The first problem is getting over the loss of mouse control. While a pad will never be the ideal control method for a strategy game, Ensemble has cleared this hurdle with room to spare, using a simple, economical system which is easy to pick up yet flexible enough to make micromanagement and complex commands quick and painless. The second issue is how to appeal to two very different audiences – the real-time strategy lovers and the Halo fans. Ensemble's work on the Age of Empires series has clearly put it in an

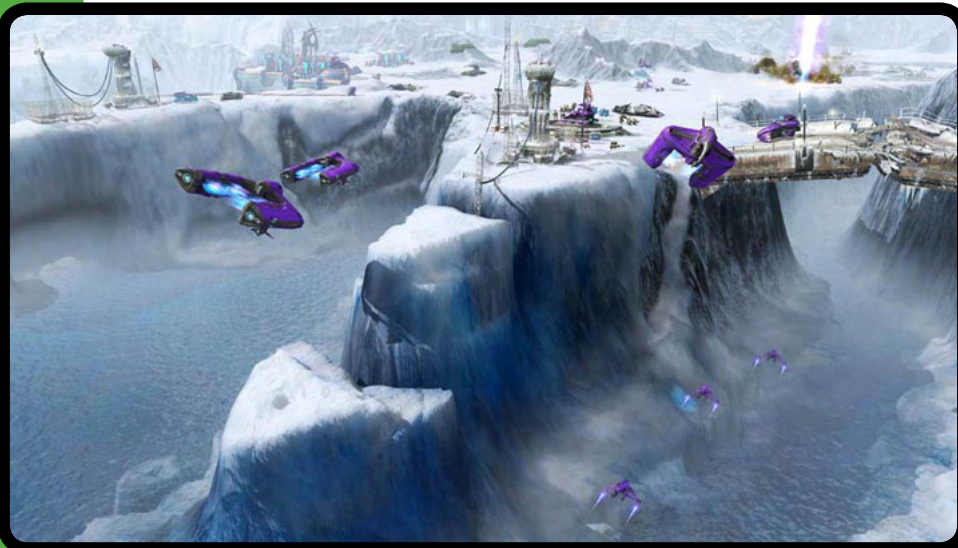


You're able to set rally points for your troops when they spawn, or you can hold them back in base to unleash in one go.

advantageous position here, and the developer uses every ounce of its knowledge of the genre to craft an experience that's both accessible and plenty deep enough to keep the hardcore coming back for more. The difficulty in making this work for those who loved this universe viewed from a first-person perspective cannot be overstated, yet with Bungie's assistance, Ensemble has made it work.

### We... are... Spartan!

It might not look quite the same, but Halo Wars feels very much part of the same universe. When you're playing, take a moment to look at a Spartan, clambering aboard a Covenant Locust and taking control, or at a Warthog, >



## ARC OF THE COVENANT

The story of Halo Wars



**Good, bad and ugly**

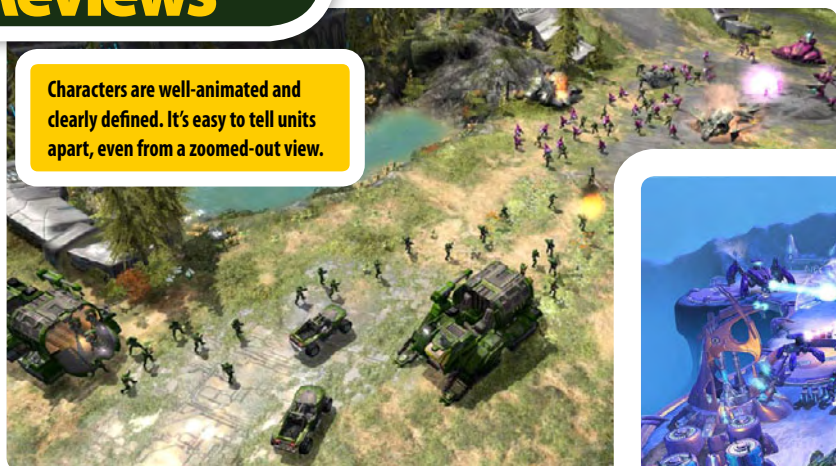
**Arcadia fire**

**Hazard warning**

## Good, bad and ugly

The UNSC (the good) are sent down to a planet named Harvest, recently captured from the Covenant (the bad). Meanwhile, the Arbiter (the ugly) is instructed by the Prophet of Truth to destroy an important Covenant relic. Why? Well, that would be telling, but suffice to say things don't go according to plan.





Characters are well-animated and clearly defined. It's easy to tell units apart, even from a zoomed-out view.

Some vehicles can fire from long range, though they need to be locked into position before they can do so.



The sense of scale is seriously impressive, and battles can get hectic fairly quickly, particularly in deathmatches.

## > Halo Wars continued

bouncing and skidding towards its destination. To all extents and purposes, this is Halo, just zoomed out and up a bit. It's that spark of recognition which will instantly grab the run-and-gunners, cajoling them into letting go of their natural inhibitions and getting a little more tactical for a change.

While the later stages proves Ensemble has the balance just about perfect, at first it does seem a little over-simplified, particularly as the tutorials all but ignore some of the

more complex command options. It's understandable – the developer doesn't want to overwhelm newcomers, after all – but Halo Wars soon finds its legs, and those tentative steps during the opening stages turn into full-blown strides into territory more familiar to experienced strategy nuts. And all the while, a hokey if well-told story rumbles away in the background – it can be all but ignored if you just fancy getting down to brass tacks, but that would be to ignore the expertly crafted cut-scenes. Despite the

occasionally wooden acting, they're well worth watching, further expanding the Halo mythology and providing ample reward for those who like their gameplay enriched by a compelling tale. Again, it can't be easy to introduce a host of brand new characters to a series without alienating the original fans, but there are more than a few nods to the three Halo games throughout to maintain a sense of continuity.

Combat is very much the focus of the gameplay. While the campaign

mixes up the missions skilfully, there's not an awful lot of resource management to worry about, save for making sure your bases are well-stocked with supplies and are defended from enemy attacks. It's a shame you can't build bases anywhere – instead some missions (particularly in Skirmish mode) which end up with players simply rushing to the specified points to try to get another base down first – but the system Halo Wars uses means it's easier to keep track of all your strongholds at speed. Because >

## FREEZE FRAME

Taking you through the game one step at a time



15 MINUTES

Warthogs jumping crevasses, Spartans pumping lead into Covenant grunts... It's Halo.



30 MINUTES

Only it's not, as it happens. Some missions ask you to protect, and some even ask you to run away.



3 HOURS

Holding out against unfair odds – it's tough, but fear not, as the cavalry is on its way...



7 HOURS

Wait a minute – I can play as the Covenant? Really? Skirmish mode impresses us greatly.



12 HOURS+

Online match-ups are fun, but will enough people stick with this over time? Let's hope so.





It's sometimes worth stockpiling resources for the larger units – they're costly and often very slow, but are worth it for vastly superior firepower.



 Roll over screen for annotations



## > Halo Wars continued

this is really quite a fast-paced RTS – it's all too easy to see a series of units wiped out in seconds by a bit of bad decision-making, and so keeping a close eye on your troops at all times is imperative. The ability to select all units in the field or all onscreen at any one time with a simple squeeze of the left or right bumper is an absolute godsend, while the unique leader powers add an extra layer of strategy as you wonder whether to hold off on that bombing run until you've built up its power, or whether you save some resources for a group of large vehicles.

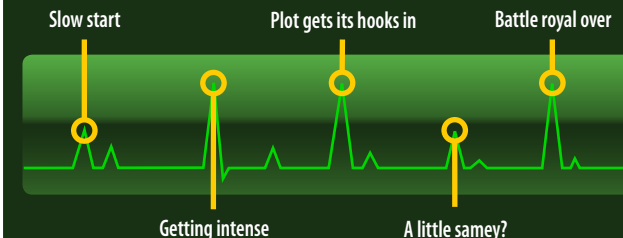
## The meat of the game

The game's campaign is a decent length – it'll take most players around eight hours to finish – but the real meat of the game is in Skirmish mode, which trains you in the finer arts of Halo Wars, readying you for online battles against the real experts. It's here that the game's finely balanced gameplay really shines, with a host of enjoyable and varied maps to compete on.

Despite all the praise, it's fair to say that some strategists will look for something a little deeper before long, while action junkies might quit after the story's over. But Halo Wars is still definitely a minor triumph – a real-time strategy game with a real personality of its own, and a fitting tribute to this underrated developer. ●

Chris Schilling




## PULSOMETER *Signs of life*



The UNSC has the greater firepower, but the Covenant usually has superior numbers.

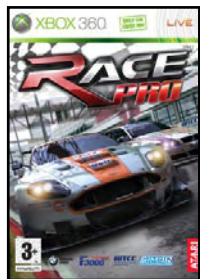
## 360Zine Verdict

*Puts up a hell of a fight, and very nearly comes out on top*

-  Halo universe is wonderfully recreated
-  Terrific presentation
-  Occasionally a little too chaotic

# 84%





Publisher: Atari

Developer: SimBin

Heritage: GT Legends, GTR

Link: [www.atari.com/racepro](http://www.atari.com/racepro)

OUT NOW

# Race Pro

*Because driving is a serious business...*

Swedish developer SimBin announced their arrival a few years ago by stating that they were going to revolutionise racing games. It was a bold claim, but with veteran racing driver Henrik Roos as one of the company's founders, they were in a unique position. Offered unrivalled access to cars, tracks and drivers, the team set about creating the ultimate driving simulation, even if that did involve crawling underneath cars to take photos of the camshaft. This resulted in a slew of highly rated PC games that pleased the critics while not necessarily setting the tills alight.

As such, it could be argued that this 360 debut represents a stab at commercial success to go with the critical acclaim. Yet while the platform may be different, it's safe to say that they haven't sold out, staying true to their roots of realistic racing action. Mario Kart this isn't, and if you're the kind of person that likes to adjust the suspension and tweak the differential then Race Pro is for you.

The good news is that you don't have to do this, with enough driver aids for even the most cack-handed buffoon to limp round the 13 real-life racetracks. All continents are covered,

**"If you're the kind of person that likes to adjust the suspension and tweak the differential, then Race Pro is for you"**

and while the layman will recognise Brands Hatch and Monza, the rest are generally off the beaten track. That said, if you've played a 360 racing game – Forza, for instance – you will be instantly familiar with the Mazda Raceway in Laguna Seca.

This succinctly sums up the problem in developing an authentic racing game, as by and large everything has already been done. What can



## A VROOM WITH A VIEW

*Life from a windscreen...*



**Bumper**



**Cockpit**

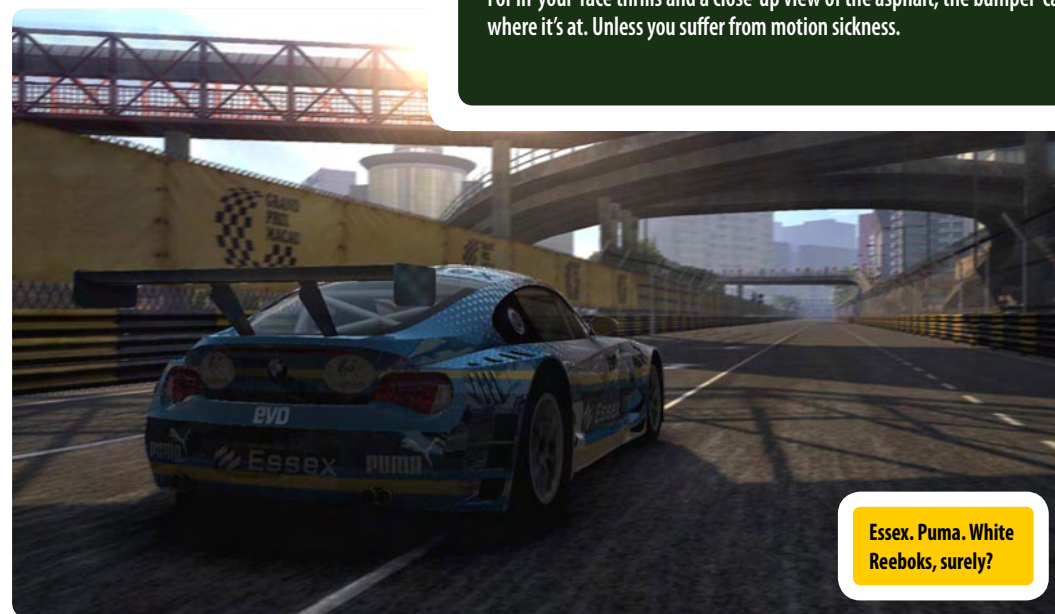


**Floating**



### Bumper

For in-your-face thrills and a close-up view of the asphalt, the bumper-cam is where it's at. Unless you suffer from motion sickness.



Essex. Puma. White  
Reeboks, surely?







And the crowd goes wild...

A dramatic but ultimately useless view.



Sponsored by Atari and SimBin, no less.

## > Race Pro continued

you do? Make it more realistic? Have even more accurately replicated tracks? Clearly, there's a ceiling, although graphically Race Pro hasn't hit it, perhaps unsurprisingly coming across as a slightly aging PC game. The cars and tracks may be authentic, but corners have been cut. While the action takes you to the four corners of the globe, meteorologists may like to know that the sky above each track has an identical cloud formation.

As ever, it's on the track that it matters though, and the handling model is top-drawer stuff, with the medium car setting facilitating some thrilling races. And while you may feel like you're in complete control, take off the stabilisers and you'll be spinning like a top. Even with some driver aids switched on, it's an unforgiving affair, and one mistake can cost you the race. There's no contrived elastic band catch-up in operation here, and if the opposition gets 20 seconds ahead then

that's generally where they stay, with the AI-controlled cars sticking to the racing line like you-know-what to a blanket, and crucially, not making any mistakes. The key to success is to follow their example and drive a flawless race, particularly as cutting across the track can result in a

drive-through penalty, from which there is generally no way back.

Once you find your groove, there's no mistaking that you're in a race, with the other cars all over your tail like a soup sandwich. Gung-ho tactics are not the way forward however, and ultimately a metronomic approach to driving is required, something that will thrill the purists as much as it irks casual gamers. >

**"If the opposition get 20 second ahead then that's generally where they'll stay"**



Get pole position, then slew off at the first bend.







Not the most sporting approach...



Damage is minimal, but effective.

## > Race Pro continued

As for the periphery, the presentation is sloppy, but there are a few different modes thrown in, including a fairly comprehensive career to plough through. As for the multiplayer, at the time of writing the online play is pretty flaky, but hopefully that will be resolved for some 12-player racing. And for those who haven't paid their Xbox Live fees, there's a hot seat mode, and even a two-player co-op affair.

While Race Pro might be a little rough around the edges, it doesn't do a great deal wrong. However, neither does it really do enough to distinguish it from

## PULSOMETER *Signs of life*



other racing games. Petrol heads may be excited that they are hearing actual recorded car sounds, but as a game it's standard fare – albeit with a nod to the simulation side of things.

## Face the challenge

Perversely, the qualities that will make it unplayable for some will have others coming back again and again to face the challenge. A big hit seems unlikely, but you can imagine hardcore fans playing it for years, with promised downloadable content extending its life. It's already fairly well-packed, boasting some 350 car models. And while their realism isn't in question, ultimately this is just another racing game. ●

**Steve Hill**

## 360Zine Verdict

*Solid enough, but more could've been done to make it shine on 360*

- Realistic handling
- Highly authentic
- Not much new

# 78%





**Publisher:** RTL  
Entertainment

**Developer:** 49 Games

**Heritage:** RTL Ski Jumping  
series, Summer Athletics

**Link:** N/A  
**OUT NOW**

# Winter Sports 2009

## Pisted up or pisted off?

**W**ith the weather still a little on the chilly side, the time seems just about right for a winter sports game. With 10 main disciplines, Winter Sports 2009: The Next Challenge offers plenty of variety at a budget price, but it's hard to really recommend to anyone but the most dedicated winter sports enthusiast.

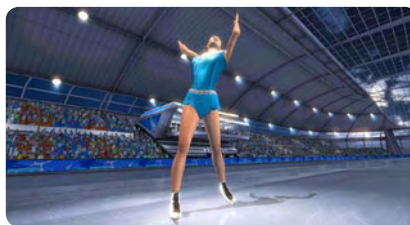
Sensibly, 49 Games has tried to keep the controls as accessible as possible, yet sometimes they can be pretty unfathomable. Speed skating is the perfect example – it's hard to tell whether you're supposed to be pressing or holding the A or B button to maintain rhythm, and the visual feedback is confused and unhelpful. Similarly, Alpine Skiing doesn't tell you where you're going wrong – we followed the instructions to the letter, didn't miss a single gate, crouched to increase our speed throughout, and still only finished fourth. It doesn't help

that the commentators are often insulting of your performance – sometimes even when you've finished in the medal positions.

## Event management

The rest are better – while Bobsleigh, Luge and Skeleton are a little too similar for our liking, the controls and sense of speed are good, while there's a nice water droplet effect on the camera as you whizz down the run. Figure Skating adopts a rhythm-action style, using the analogue sticks to pull off salchows and lutzes – it struggles to read the circular motions of the sticks it occasionally asks you to use, though. Snowboard Halfpipe is a simplistic take on trick events in other snowboarding games, using QTEs for tricks, while Biathlon is probably the pick of the bunch.

There's certainly a bizarre charm to the game though, with its odd dancing penguin mascot, and the



The ski-jump is tricky. You need to maintain your balance in mid-air and press A at the right time to land if you don't want to crash out.

commentators bickering over an incident with an Argentinian official (yes, really) and there's some amusement to be had over the wide-shouldered figure skaters who look like they've been injecting steroids before each event. And it's still fun in multiplayer – but then you could say that about most sports games.

At full price, there's no denying that this compares poorly to its peers, but at its lower price point, it could yet win over a few undemanding sports fans. Go in without high expectations and you might just find you get a few hours of enjoyment here – otherwise this is best left to the bargain bin. ●

Chris Schilling

*"At its lower price point, Winter Sports 2009 could win over a few undemanding sports fans"*



The motion-captured characters generally have decent animation.

**360Zine  
Verdict**

*There's a couple of hours entertainment here, but you can do better*

- Some decent events
- Hilariously bad commentary
- Odd control quirks

**70%**





# Xbox Live Arcade Round-Up

Another thrilling three available for download today...



## Space Invaders Extreme

Developer: Taito

Publisher: Square-Enix Price: 800 MP (~£6.80)

Surviving the transition from its handheld iterations with charm fully intact, SIE remains one of the best and most inventive videogame reimaginings of recent years. It takes the original template and removes any kind of hiding place, putting you directly in the line of fire as those invaders move left and right, gradually getting closer and closer to the bottom of the screen.

Your ship is faster than the original, while you can gain power-ups from shooting four same-coloured enemies in a row. Those iconic flying saucers often send you into a bonus mini-game too, tasking you with

shooting a certain number of enemies in a short space of time – complete it and you enter Fever mode, where you're tooled up to destroy waves and waves of invaders to add substantial points to your score.

It's also a little easier than the DS and PSP versions – the faster ship movement and additional screen space seems to help – but there's still plenty of replay value as you try to beat your high scores, while multiplayer battles add longevity. Recommended.

- Classic arcade gameplay
- Thrilling and fun
- A little short

A classic brilliantly updated **88%**



## Death Tank

Developer: Slowblind Studios

Publisher: Microsoft Price: 1200 MP (~£10.20)

Another classic getting the update treatment – Death Tank unfortunately offers little (bar a graphical spit-and-polish) over a number of similar games you can pick up for free on PC. The idea is simple... you play as one of four tanks (or eight if you're playing online), moving left and right and adjusting your angle of fire to hit opponents with a barrage of shells. The core gameplay is enlivened slightly by a number of pickups, while

with the full complement of players, online games can be hilariously chaotic.

The problem is that it's very shallow, and once you've played a few throwaway games, the appeal soon wanes. With little of the invention shown by the better games in the Worms series, and a ridiculous price tag (at 400 points, this probably would have been worth a pop), you're best saving your money.

- Stylish looks
- Old game hasn't been updated
- Shallow and overpriced

Stick to the demo **56%**

## 3-on-3 NHL Arcade

Developer: EA Sports

Publisher: EA Price: 800 MP (~£6.80)

A stripped down hockey game which eschews licenses for a simple game of 3-on-3 NHL Arcade offers some fast-paced multiplayer fun which is vaguely reminiscent of Bitmap Brothers' classic Speedball 2. Unfortunately, it suffers from one of that game's biggest problems, in that the puck is often tough to keep track of, while the camera is a little too tight to the action to offer a decent tactical view of the ice. It's great fun for a few games, you'll find better multiplayer titles than this on LIVE.



- Nice character models
- Poor single-player mode
- Shallow

Overpriced and weak **60%**





# Subscribe to 360Zine

**FREE! EVERY MONTH!**  
**The world's best Xbox 360 mag!**

**DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!**

Over 50,000 people have already chosen to subscribe to one or more of our GamerZines and now receive notification of each new issue as soon as it's published. Why not join them and ensure you never miss another issue again?

**www.gamerzines.com**







In **360Zine**  
Issue 29

# OPERATION FLASHPOINT 2: DRAGON RISING

## EXCLUSIVE PLAY TEST!

### PLUS!

**RESIDENT EVIL 5 THE WHEELMAN EAT LEAD STORMRISE  
I AM ALIVE NINJA BLADE SACRED 2: FALLEN ANGEL**

# Issue 29 Out 2nd April

**MORE FREE MAGAZINES! LATEST ISSUES!**

**DON'T MISS ISSUE 29 SUBSCRIBE FOR FREE!**

**WARNING! MULTIMEDIA DISABLED!**

*If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.*

*Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.*

*We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.*

**Cranberry Publishing Limited**

[www.cranberrypublishing.com](http://www.cranberrypublishing.com)

**Publishing Director:** Dave Taylor

**Email:** [dave.taylor@cranberrypublishing.com](mailto:dave.taylor@cranberrypublishing.com)

**Editorial Director:** Dan Hutchinson

**Email:** [dan.hutchinson@cranberrypublishing.com](mailto:dan.hutchinson@cranberrypublishing.com)

**Commercial Director:** Duncan Ferguson

**Email:** [duncan.ferguson@cranberrypublishing.com](mailto:duncan.ferguson@cranberrypublishing.com)

**Telephone:** 0117 986 6550

*Call Duncan to discover how e-publications can work for you!*

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.  
All contents © Cranberry Publishing Ltd 2009  
Company registration number: 4987058





# Want more Xbox 360?

*Sadly, you've reached the end of this issue. What would you like to do now?*

- Exit this issue and go and download another magazine?
- Exit this issue and subscribe FREE for future magazines?
- Exit. Read the H.A.W.X. Magazine for free now!



**CLICK HERE TO CONTINUE TO H.A.W.X. MAGAZINE - FREE BONUS MAG**

# N4G THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

news for gamers

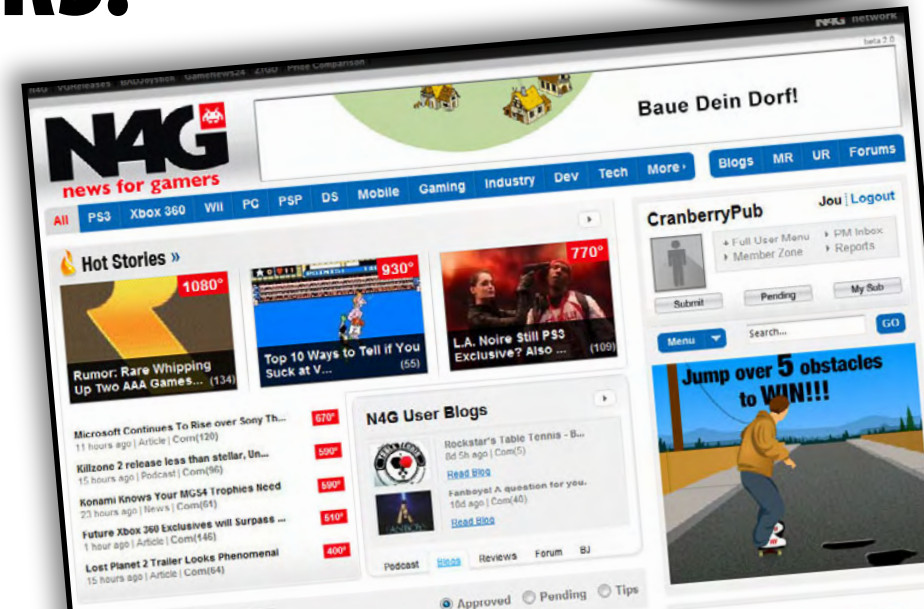
<http://www.n4g.com/>

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming

platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.





# Tom Clancy's **H.A.W.X**

HIGH ALTITUDE WARFARE

FREE E-MAGAZINE! READ IT, PRINT IT, SEND IT TO YOUR MATES...

FEATURE

## AIR COMBAT

Everything you need to win the war in the skies



**WIN!**  
FLY A FOUGA  
MAGISTER  
JET PLANE



INTERVIEW

## FLYING HIGH

Under the cockpit of Tom Clancy's HAWX



EXCLUSIVE PLAYTEST

Tom Clancy's

# H.A.W.X

Air-combat will never be the same



# Welcome

**A**s discerning, clued-up gamers, you're bound to have played one or more of Ubisoft's Tom Clancy games – the mark of the writer famous for his vision of near-future warfare and espionage has become a by-word for top-notch gameplay, thanks to the likes of Rainbow Six, Ghost Recon Advanced Warfare, EndWar and Splinter Cell. Now the Tom Clancy game universe has acquired a new franchise, HAWX, and like its siblings, it's an absolute corker.

In many ways, HAWX is Ubisoft's most ambitious Tom Clancy game yet, as it aims to drag a fairly obscure, special-interest genre (air combat) into the mainstream. That it succeeds, and provides a polished, thrilling and satisfyingly meaty gameplay experience – even if you're not a flight-sim-nut – is a testament to the skills of Ubisoft Bucharest. Its innovative assistance on/off system and clever virtual cockpit computer mark it down as that rarest of beasts: a game which has been the beneficiary of deep thought from an early stage and, as a result, it makes ancestors like Ace Combat seem pallid and one-dimensional in comparison.

We've enjoyed playing HAWX so much that we created this special supplement, in which you'll find pretty much all you need to know about it before it comes out, an exclusive developer's diary providing an insight to the making of HAWX and an interview with Ubisoft's head Tom Clancy honcho, Phil Brannelly. Hope you enjoy it.

**Steve Boxer, Editor**

**WIN!**  
**FLY A FOUGA  
MAGISTER  
JET PLANE**

## Contents

### Preview

Find out all about HAWX in our in-depth five-page preview feature.

### Interview

We talk to HAWX's UK Senior Brand Manager, Phil Brannelly about the game.

### Air Combat

Want to know more about how these planes really work? Our six-page guide tells you everything you need to know.





ENDWARGAME.COM



LET THE END BEGIN  
COMING 27TH FEBRUARY ON PC DVD-ROM

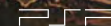
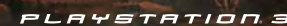
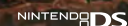
Tom Clancy's

ENDWAR

Game features may vary on handheld formats. © 2008 Ubisoft Entertainment. All Rights Reserved. Endwar, Ubisoft, Ubi.com and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. The PLAYSTATION family logo, PLAYSTATION and PSP are trademarks or registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO AND NINTENDO DS ARE TRADEMARKS OF NINTENDO.



Also available on:



UBISOFT







**Publisher:** Ubisoft  
**Developer:** Ubisoft Bucharest  
**Platforms:** Xbox 360, PS3, PC  
**Heritage:** Blazing Angels: Squadrons of WWII  
**Link:** <http://hawx.game.uk.ubi.com>  
**ETA:** 6th March 2009

## HANDS-ON PREVIEW

# Tom Clancy's HAWX

We feel the need, the need for speed...

**S**olid and blockbusting though his films are, and however fascinating his books may be, it's us gamers who have consistently got the best of Tom Clancy. It's 10 years since Ubisoft first invoked his name, on Rainbow Six, and a steady stream of subsequent triple-A titles – Splinter Cell, Ghost Recon Advanced Warfare and EndWar – means that gamers now see his name on a box as a

stamp of quality. And now HAWX is set to broaden the Tom Clancy repertoire still further.

Despite being a departure – it's an air-combat game – it emphatically carries on the tradition of quality.

*"HAWX's storyline has a real impact on the gameplay"*

Indeed, it single-handedly drags the air-combat genre – hitherto very much shunted into a niche – into the mainstream of 21st-century games. Which is quite an achievement. Its success can be attributed to two factors: clever use of the Tom Clancy universe and the investment of a considerable amount of thought into how to make air-combat games supremely playable.

### THE PLOT

Like us, you probably don't set too much store by the stories which unfold in games (they're inevitably secondary to the gameplay), but HAWX's storyline has a real impact on the gameplay, allowing it to feature real (and future) aircraft without alienating all but flight-sim aficionados. It's 2019, and you play

as David Crenshaw, who has been a special-ops pilot in the US military's HAWX flying division. But as it's Tom Clancy-world, HAWX has been disbanded, since private military companies (PMCs) have taken over from national armies, and you now work for Artemis Global Security. But there's a spot of bother in South America, which unfolds with you at its epicentre: war breaks out between Brazil and a bloc of

The amount of ground detail is astonishing, with everything being accurately mapped in 3D.



Advice from your wingman will pop up in an on-screen video window.





# The flight of your life

The three versions compared



PC



PS3



360



## HAWX on PC

If you have a suitably pumped-up machine, you should be able to get this looking even more spectacular than the PS3 and Xbox 360 versions – but it will run on a fairly low-spec, albeit less than a couple of year old, PC. The PC version does support all the joysticks that the flight-sim brigade are likely to own, but we'd recommend you buy a console-style gamepad to play it – that's what it was really designed to take as a means of input.

### > HAWX continued

South American countries which calls itself Las Trinidad. At first, because Artemis aligns with Brazil, you actually find yourself taking on American planes. But as Las Trinidad takes the war to the United States and Artemis switches sides, you return to the HAWX fold. Mercifully, none of this unfolds in lengthy cut-scenes, but rather through snippets of video and audio delivered in mid-flight.

#### FIRST IMPRESSIONS

If, for example, you've played Ace Combat 6, one aspect leaps out at you the moment you boot HAWX up. All the landscape and cities you fly over have been properly modelled in 3D (using GeoEye satellite mapping as a base), so you can fly between skyscrapers or under bridges.

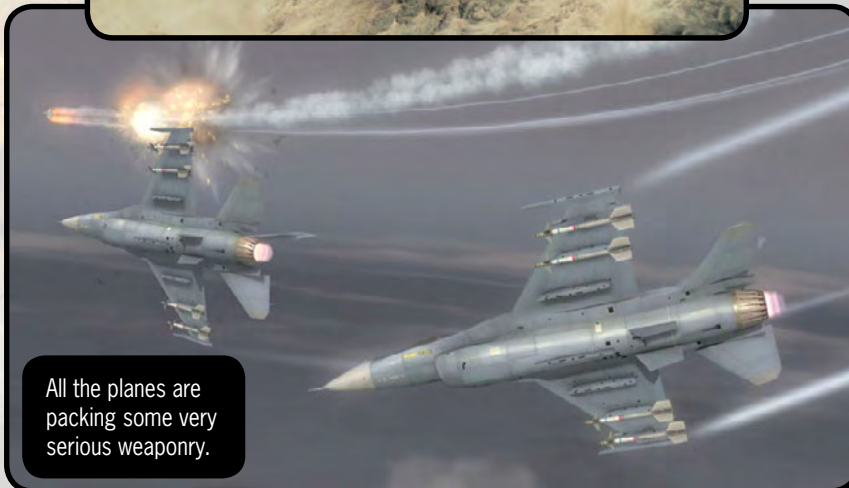
HAWX starts you off gently with a rerun of a GRAW 2 mission in the Middle East, except this time you're giving air support. Which instantly gives you a point of reference in the Tom Clancy universe. ➤

*"All the landscapes and cities you fly over have been properly modelled in 3D"*

The plane models are nothing short of stunning.



HAWX takes in locations all around the world.



All the planes are packing some very serious weaponry.



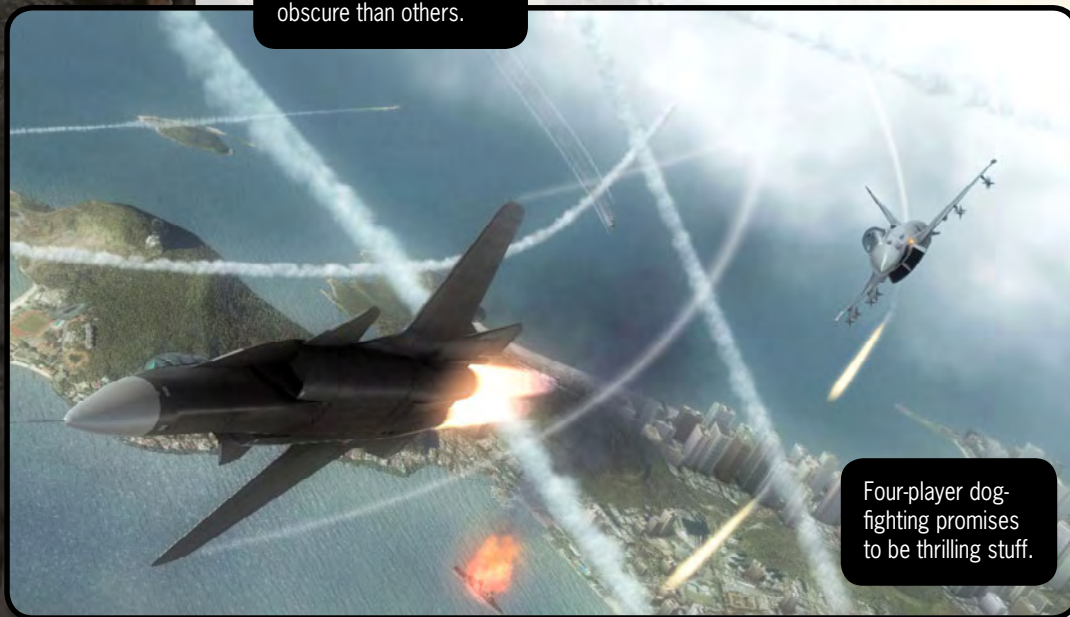




Some of the 50 aircraft you'll get to fly are more obscure than others.

## > HAWX continued

The very fulcrum of HAWX, and the concept which renders it accessible to gamers who wouldn't necessarily class themselves as aviation-nuts, is the assistance on/off system. Essentially, it's a nannying system – when you turn it on your aircraft becomes less manoeuvrable, but also harder to crash, and you get a vast amount of info pumped through to your head-up display. Turning assistance off makes your aircraft super-manoevrable, but removes most of the HUD info, and moves you out



Four-player dog-fighting promises to be thrilling stuff.



Roll over screen for annotations

*"You can press a button and the ERS will draw a series of gates allowing you to follow that plane"*

from a first to a third-person view.

Lead game designer Thomas Simon explains: "Assistance is useful for giving you the trajectories which can allow you to intercept enemies or make a surgical strike. You turn it off when you need to react quickly or when things start to get out of hand; when you have too many enemies to deal with."

The other key differentiator which defines HAWX's gameplay is the Enhanced Reality System (ERS). This too is a device enabled by the game's future setting – it's basically a head-up display which feeds vast amounts of information to you from spotters on the ground, AWACS radar planes and so on, as well as video-windows from your wingmen and support staff, and all your targeting information. It allows HAWX

to sidestep the urge found in flight simulators to meticulously copy the planes' real HUDs, and present a consistent interface, no matter what you're flying. And it includes features that don't yet exist – for example, when you target an aircraft, you can press a controller button and the ERS will draw a series of gates allowing you to follow that plane and engage it in a dog-fight. And because – according to the game's story – you can download new features to it, it mutates





It's fair to say that an air-combat game has never looked as good as this.



## > HAWX continued

your team-mates. Enemy units will come from new directions, and will have to be intercepted in a different way." You can also engage in some pure, no-holds-barred dog-fighting, thanks to the four-on-four Team Deathmatch mode.

Some of the world's most iconic military aircraft can be unlocked: the F-22 Raptor, Eurofighter Typhoon and Sukhoi SU-27 Terminator are the stock planes that you fly, but everything from the slow but deadly A-10A Thunderbolt (aka the Tank-Buster) to the F-117 Nighthawk Stealth fighter are present.

### WHAT DOES THAT ADD UP TO?

Perhaps the greatest accolade we can give HAWX is that it's good enough to turn us onto the joys of air-combat – a genre which, we'll admit, we previously approached with trepidation. You don't need to be the sort of person who hangs out at air shows to enjoy it – by the time it requires higher-end flying skills from you, you've been exhaustively trained to meet the challenge, without having to endure any tedious training exercises. The storyline is utterly engrossing and surprisingly believable, too.

Possibly the easiest way to describe HAWX is as a very solid, meaty, intelligently designed proper game, which just happens to put you at the controls of some of the most exotic military aircraft in existence. And that sounds like the sort of game we want to play. ●

## VERDICT

Percentage complete

85%

First impressions

91%

**Tom Clancy and Ubisoft  
redefine air-combat games**



Your plane will be colour-coded to the location you're flying in. This camouflage will make it harder for your opponent to spot you.



*"Some of the world's most iconic military aircraft can be unlocked"*



In-built assistance will make it much easier for beginners to grasp the basics.

Whatever you do, don't fire at the President's plane!





## INTERVIEW

# The sky's the limit

So how do you make the most playable air-combat game ever?

**W**e caught up with Ubisoft's UK Senior Brand Manager, Phil Brannelly, in order to grill him about HAWX. This is what he said...

**HAWX moves the Tom Clancy franchise into the air-combat genre. Do you think that is a risk, as it's probably much more of a niche than existing Tom Clancy genres are?**

**Phil Brannelly:** I think it's a calculated risk. Yes it is niche but don't forget, in Ubisoft Bucharest we had a team that were already producing highly successful air-combat games in the Blazing Angels series, so the marriage of them to the Tom Clancy universe really wasn't such a difficult decision. And our key objective is to grow the air-combat genre beyond anything we have already seen to date.



This is the perfect opportunity to live out those Top Gun fantasies.

**What new aspects does HAWX bring to air-combat?**

**PB:** The Tom Clancy universe first and foremost, but the most exciting feature is the assistance on/off mode and the Enhanced Reality System. Also, for the first time ever in the air-combat genre, players will be able to experience the entire solo campaign with seamless jump-in/jump-out four-player co-operative play. In PVP mode, players can challenge each other in intense dog-fighting sessions and find out who's the top gun. Winning players are rewarded with experience points and money to unlock more weapons. Players have the opportunity to take the throttle of over 50 famous aircrafts, and take them over real world locations and cities in photo-realistic environments.

**How much input has there been on the project from Tom Clancy and his team?**

**PB:** Last March, Ubisoft



"HAWX is a good mix between simulation and arcade gameplay"



## > INTERVIEW continued

concluded an agreement with Tom Clancy to acquire all intellectual property rights to the Tom Clancy name, on a perpetual basis and free of all related future royalty payments, for use in videogames and ancillary products, including related books, movies and merchandising products, meaning Ubisoft has total control of the franchise moving forward in all key areas. To be fair though, there was very little involvement from Tom Clancy himself in the past, or his team, apart from approval of assets that featured the Tom Clancy brand name and green-lighting games in their initial phase.

HAWX developers talk gameplay.



**Is assistance on/off the game's key gameplay mechanic, and what does it mean for people playing the game?**

**PB:** Players can ease into their flight missions and gain a level of comfort with the use of the assistance mode. Once employed, players can take full advantage of their technological support through the E.R.S and gain maximum piloting security, particularly if they are novice aviators. ERS is the core of the HAWX flight experience – aircraft interception trajectories, incoming missile detection, anti-crash system, damage assessment, tactical map and weapons trajectory control. ERS also allows players to issue orders to their squadron and other units, making this system as iconic to

In-built flying aids will ensure that you'll be up and flying high within minutes.



HAWX as the Cross-Com system is to Tom Clancy's Ghost Recon Advanced Warfighter.

If the situation calls for the player to unleash the full potential of the aircraft, the assistance mode can be switched off and all safety features will be deactivated. This comes with increased risks, but allows the player advanced dog-fighting manoeuvres and stunning third-person views.

**To what extent did you have to trade off realism (with, for example, all the existing military planes) and playability, and did the Tom Clancy licence manage to help with that process?**

**PB:** HAWX is a good mix between simulation and arcade gameplay. We use a fully realistic physics engine, tuned in a way that allows every player to be able to

*"Our objective is to grow the air-combat genre beyond anything we have seen to date"*

This one shouldn't be hard to spot.





## > INTERVIEW continued

enjoy it. The focus is on the gameplay depth, not on the gameplay complexity. Even if, at a first glance, our game offers a very accessible piloting experience, we also managed to keep the experience authentic, with huge room for skills improvement over time.

HAWX does not aim to simulate reality, but to build on it and provide an experience that feels accurate, while allowing everybody to perform complex, fun and rewarding

*"Players can gain a level of comfort with the use of the assistance mode"*

manoeuvres. So everybody will have the same realistic weapons but how you use them is another matter...

**HAWX was given a bit of extra development time. What was that used for?**

**PB:** Fine tuning, polishing and last-minute features that were not certain to make it. This wasn't really extra development time, but more of a strategic move in terms of release date. We already had EndWar from the Tom Clancy franchise in as a Xmas release, so it made sense to give HAWX its own launch space.

**Can we expect downloadable content for the game in future**

**and if so, on which platforms?**

**PB:** The console version of the game will certainly receive downloadable content in future.

**What is your personal favourite mission in HAWX?**

**PB:** Rio is a great level, and will be the featured level in the Xbox Live and PlayStation Network demo, which we are planning to release on 12th February, but other levels encompass a variety of missions, including Night Strikes, Close Air Support, Air Supremacy, Escort (of Air Force One, of course!), Rescue and good old dog-fighting.

**How important is the Tom Clancy brand to Ubisoft?**

**PB:** Having published games successfully under the Tom Clancy moniker for the past 10 years – including blockbusters that set standards in the videogame industry, such as Tom Clancy's Splinter Cell, Tom Clancy's Ghost Recon, and Tom Clancy's Rainbow Six – the future of our industry lies in our capacity to create and develop brands that captivate consumers. That presents a myriad of opportunities for the full spectrum of entertainment, be it videogames, books, movies or other media. The Tom Clancy brand is recognised around the world for offering people exciting videogames,

films and books.

In the words of our Chief Executive Officer, Yves Guillemot, "Capitalizing on the strong franchises that we've built over the past 10 years, we will take the Tom Clancy game brand to the next level of the global entertainment industry." I think that means it's important! ●

The level of ground detail is unlike anything you've seen before in an air-combat game.



If in doubt, fire off a couple of missiles...



We're very much looking forward to four-player dogfights in the skies above Rio.



# WIN!

## FLY A FOUGA MAGISTER JET PLANE FOR 30 MINS!

- Fly a Fouga Magister jet plane for 30 minutes!
- Location – La Touquet (Northern France)
- The winner will be taken to the flight destination by chauffeur via the Eurotunnel
- When there the winner will have training and get kitted up...
- ...and then fly for 30 minutes.
- Then they'll get a £100 spending money on a meal in the local town, and will be chauffeured back
- They will get a DVD of themselves and their trip
- We will also give the winner a diecast model of a HAWX Eurofighter
- PLUS! 10 runners-up prizes of RC jet planes

Fancy a trip in a jet plane? Then enter our top competition?

CLICK HERE FOR TERMS & CONDITIONS

Competition closes 31/04/2009. See website for full T&Cs.

**GZ**  
gamerzines

Free magazines for all gaming platforms with a new issue of each for gamers to download every single month!



**FREE MAGAZINES! ALL OUR CURRENT ISSUES:**





# THE MODERN AGE

## AIR POWER IN THE AGE OF THE JET

In the decades since the end of World War 2, military aeronautics have evolved beyond measure, and now encompass aspects unknown in 1945. Manned flight is still essential but increasingly being usurped by electronic and unmanned warfare. In Korea in 1950, jet aircraft still duelled as in 1940, albeit with modification; increasingly air power was applied by Western nations to offset the numerical superiority of their enemies. Although with the introduction of helicopters to the battlefield, wars became more flexible, the limitations of air power were exposed in Vietnam against a largely hidden enemy prepared to accept high losses for political purposes. Then, and frequently since, the application of overwhelming air power has been severely curtailed for purely political reasons, constraints that did not apply in World War 2, even though, at the same time, unscrupulous and fanatical opponents have deliberately targeted defenceless civilians.

Between 1945 and the 1990s, technology remorselessly advanced but was often combat-proven by proxy in 'small wars' fought by lesser powers but armed by the two main protagonists, the Soviet Union and the United States, which equipped one side or the other. The escalating cost of all this 'hi-tech' type hardware eventually excluded all but the most major players, with the ultimate example being the way in which the mere threat of expensive 'Star Wars' technology helped to undermine the Soviet Union.

Surface-to-air missiles proved an increasing hazard, but AAA continued to be a major threat. The same pattern is seen today in Afghanistan. Fighters continued to duel, but the opportunities for such aerial jousting continue to diminish. Air-to-air missiles, intended to revolutionise air combat, never totally replaced conventional fixed-cannon armaments, as evident in the F-22A, Mauser BK27-equipped Typhoon and the Rafale. With associated Forward-Looking Infra-Red (FLIR), ACS and HUD equipment, the fighter's gun still has its place as it did in the days of the hand-operated Lewis. The heavy bomber continued to decline; it brought North Vietnam to the peace table when used en masse, but was only a temporary reprieve, with the Vulcan attack on Port Stanley's runway in 1982 a defiant swansong.

Occasionally, as in the Falklands, totally outclassed aircraft, such as the Argentine Daggers, with superior pilots could still successfully hold their own, but mainly ECM warfare predominated. The need to avoid detection remained an



*Dawn of the jet age. The revolutionary Me 262 changed the face of air warfare in the autumn of 1944. A considerable shock to the Allies when it entered combat, its technologies were much sought after by the Soviets and the West and both went to much effort to gather the relevant data in the ruins of post-war Germany.*



*The Korean War of 1950 to 1953, saw the last large scale air-to-air clashes by groups of gun-only fighters. The F-86 Sabre and the MiG 15 fought bitter battles over North Korea in a war that ended in deadlock and partition.*

important facet, with the introduction of the radar-absorbent, low radar cross-section F-111A Nighthawk, YF-22, A-12 and B-2 Stealth-featured warplanes, but even these are not invulnerable, as Serbia proved. The ability to overcome an entire nation's defence capability via 'Rapid Dominance' led to a 'Shock-and-Awe' concept of cruise missiles, laser-guidance bombs and B-61 'Bunker-busters', but was followed in Iraq by the same brutal stalemate on the ground. To counter today's clandestine terror-based conflicts, precision-guided weaponry, including unmanned drones, gives an added technological edge to an often murky, battle scenario. But the current Hellfire-C laser-guided-missile-armed RQ-1 Predator Unmanned Aerial Vehicle (UAV) is still a relatively slow, noisy and vulnerable machine that is easily taken out by the most basic weaponry. The enemy also moves with the times, using portable, but deadly, rocket-launching tubes to fire



*Six-Day Air War. In 1967, four Arab states with 810 combat aircraft threatened to destroy Israel. The Israeli Air Force initiated a pre-emptive air strike (Moked) on 5 June. They destroyed 300+ Egyptian military aircraft in two hours. Jordanian, Syrian and Iraqi air forces were also eliminated. At a stroke, all aerial opposition was removed for the loss of twenty aircraft and twelve pilots. Israeli aircraft subsequently concentrated on providing close air support. Here, a MiG 21 explodes in flame, caught in the gunsight of an Israeli fighter.*



*The successful use of the Sea Harrier in the Falklands War of 1982 demonstrated the value of the aircraft carrier.*



*An F-15 is refuelled in flight by a tanker. Logistical support has played a crucial role in conflicts in the Middle East and Afghanistan in recent years with large forces being deployed at relatively short notice.*



*An Israeli F-15. Israel has continued to maintain its superiority in equipment and pilot ability.*



*An F-15 and a P-51 flying together at an air show. Although generations apart, many of the principles of air combat familiar to the pilots of World War 2, continue to be taught to current-day pilots.*

heat-seeking missiles. These Man Portable Air Defense Systems (Manpads), American Stingers or Soviet SA-7s, have already been used against both military and civilian aircraft, locking on to engine exhausts.

Despite all these innovations, the skilled fighter pilot is still in demand, and today, no less than in 1918 or 1940, flying the world's most challenging aircraft in one of the most skilled, exacting and exciting professions.



# MISSION: VIETNAM AIR WAR

The lessons of fighter combat which were honed in World War 1, hurriedly re-learned during World War 2 and painfully resurrected in Korea, came close to being abandoned during the nuclear warfare obsession in the post-war era. In the USAF, the Tactical Air Command (TAC) mission became totally subservient to the overriding Strategic Air Command (SAC) lobby. The old maxim – ‘Fighter aircraft would never again engage in dogfights because of the high speeds involved’ – was heard again, as in the late 1930s and 1940s. In the 1960s, Air Combat Manoeuvre (ACM) was pronounced dead, deliberately abandoned for the need for pure interceptor missions which emphasised supersonic speed, electronic-target sensing and total concentration on missile weaponry.

Moreover, political considerations began to dominate. The Beyond Visual Range (BVR) asset that missiles gave the fighter was, in itself, unacceptable to the cramping new Rules of Engagement (ROE) forced upon the military. Targets had to be ‘eyeballed’ before being taken out to prevent error, negating most of the advantages of the system! When missile-only armed McDonnell F-4D Phantom IIs subsequently intercepted MiG-17s of the Vietnamese People’s Air Force (VPAF) over Vietnam at low altitudes, not only could these old aircraft, with determined pilots, out-turn and out-maneuvre the Americans, but once all missiles had been expended, the latter proved incapable of destroying the MiGs, even if visually confirmed at point-blank range! Colonel Robin Olds, an early fighter-ace over Vietnam, summed it up concisely: ‘A fighter without a gun is like an airplane without a wing.’ Some very fast re-thinking had to be done after the resulting outcry when ancient MiG-17s shot down two Mach-2-capable Republic F-105 Thunderchiefs on 4 April 1965.

This led to a hasty ‘fix’ with cannon pods being added to the Phantom’s weaponry, which adversely affected performance. The F-4E variant had an internally-mounted General-Electric Vulcan M-61 20mm cannon with a 6,000rpm rate of fire added, which quickly proved invaluable and was credited with one-third of all Phantom MiG-kills. So frustrated were the group known as the ‘Fighter Mafia’ at Systems Command policy, that they mounted a vigorous campaign, which later resulted in the F-15 being turned



## HELICOPTER WAR

*The war in Vietnam will always be associated with the extensive use of helicopters. Helicopters gave new mobility to airborne forces, but could be vulnerable to ground fire. Many were turned into ‘gunships’, heavily armed with guns and rockets to provide suppressive fire in the landing zones or ‘LZ’.*

on the old World War 2 ‘Barrel-Roll’, this ‘short-cutting’ manoeuvre enabling Sidewinder ATAs to be fired from astern the faster enemy, locking on to its engine exhaust. After a few such experiences, the Communists thereafter avoided fighter combat as much as possible, relying instead on AAA and SA-2 SAMs to inflict most American losses. Toward the end, a few Mach-2 capable MiG-21F-13/PF/PFM/MF Fishbeds were used which could out-turn the Phantom II.

A grand total of 192 MiGs were destroyed for the loss of 76 American fighters.

into a very different aircraft than that originally planned. Training was modified from 1968 onward, with the Dissimilar Air Combat Training (DACT), the Navy ‘Top Gun’ and Air Force ‘Red Flag’ programmes, reintroducing old skills from scratch.

The fighter duellists in the Vietnam conflict were McDonnell Douglas F-4D Phantom IIs (145 enemy aircraft destroyed, making 75 per cent of kills); Republic F-105 Thunderchiefs – the ‘Thud’ – (30 kills) and Vought F-8 Crusaders (19 kills). The enemy was principally some 70 subsonic Mikoyan-Gurevich MiG-17F/PF Frescos, agile and equipped with one N-37 37mm and two NR-23 23mm cannon with Chinese-trained pilots from 1964; and Russian-supplied MiG-19F-13 Farmers from 1965. These were effectively utilised and forced strong counteraction as in ‘Operation Bolo’, which tricked them into battle with F-4s, destroying 50 per cent of the VPAF’s inventory.

American tactics reverted to variations

on the old World War 2 ‘Barrel-Roll’, this ‘short-cutting’ manoeuvre enabling Sidewinder ATAs to be fired from astern the faster enemy, locking on to its engine exhaust. After a few such experiences, the Communists thereafter avoided fighter combat as much as possible, relying instead on AAA and SA-2 SAMs to inflict most American losses. Toward the end, a few Mach-2 capable MiG-21F-13/PF/PFM/MF Fishbeds were used which could out-turn the Phantom II.

A grand total of 192 MiGs were destroyed for the loss of 76 American fighters.



## MiG-KILLERS AND GROUND-POUNDERS

*The F4 Phantom, together with the F8 Crusader, were the primary counter to the threat from MiGs over Vietnam. The Phantom was also widely used in the fighter-bomber role in support of ground forces. Here, a Phantom is readied as a bomber, its bombs fitted with fuse extensions to cause detonation above ground level, a sign that the aircraft is assigned to a close air support mission.*



## NEW DESIGNS

*Despite early teething troubles, the introduction of the F-111 brought new power to the strike forces available to the USAF. The F-111 could carry the same bomb load as four F-4 Phantoms and its new terrain-following radar meant it could strike deep into North Vietnam with minimal ECM back-up.*

## MUD-MOVERS

*Much of the American air power fielded in Vietnam had been designed with a potential war against the Soviet Bloc in mind. The supersonic nuclear weapons delivery bomber, the F-105 Thunderchief, found itself ranged against conventional targets in North Vietnam, armed with conventional ‘iron’ bombs.*



## MiG 21

*Newly arrived MiG 21 Fishbeds brought a modern edge to the defending Vietnamese People’s Air Force of North Vietnam.*



## FAST LEARNERS

*The Vietnamese People’s Air Force had to learn fast to have even a chance of interfering with the massive American air effort. Here, a group of pilots listen as a more experienced pilot describes tactics employed in a combat mission.*

## MiG 17

*The Vietnamese People’s Air Force made determined use of its Russian-supplied MiG fighters, notably the MiG 17 seen here and the more advanced MiG 21 Fishbed. Though less sophisticated than contemporary US aircraft, the MiG 17 was robust and agile and in the right hands could be a dangerous opponent.*





# MISSILE COMBAT

The introduction of air-to-air missiles changed combat in many ways. Most significantly, the range of engagement opened up hugely; the distances of engagement as seen in World War 2 with machine guns and cannon in a visual field of combat had now evolved to vast distances. Missile combat also introduced the concept of 'fire-and-forget' weapons, allowing the pilot to engage multiple targets. And in the present era, it has now become possible to engage targets beyond visual range.

### KNOW YOUR MISSILE

Guided missiles use one of two main methods of guidance: Infrared (IR) homing and radiation homing. Infrared or heat-seeking missiles detect heat from the bandit's engine or parts affected by air friction. Radiation-detecting missiles home in on radar signals reflected from the target; the radar might be carried on the aircraft or, in some cases, the missile itself. Semi-active radars home in on radar emissions from an aircraft's radar. Active missiles like the AMRAAM have their own radar. Most examples of semi-active missiles rely on the aircraft's radar guidance and then transfer to terminal/active guidance when they close on the target. The first generation missiles were IR homing. Their crude sensors could only 'see' the intense heat from a bandit's engine, and as a result they had to be launched from more or less behind the bandit. Also, they could be easily countered by flares, by turning the aircraft to conceal the hot tailpipe or by flying towards the sun to confuse the missile with its own heat signature. The IR missile was the first example of a fire-and-forget weapon. Once locked on to a bandit and fired, the attacking aircraft had no further role in guiding the missile to its target. The next generation of IR missiles had a larger viewing angle, allowing them to target a bandit from a wider arc on their direct 'G' line. The most recent designs are 'all-aspect' missiles, sensitive to home in on any parts of a bandit that are heated due to air friction. Radar-homing missiles can detect bandits at longer ranges, but early designs relied on the attacking aircraft to continuously illuminate or 'paint' the bandit with a beam of energy along which the missile could fly to its target. This could put the launching aircraft in danger because its manoeuvrability was severely restricted until the missile hit the bandit. If the attacker was forced to break off, the missile would lose its lock, stop tracking and turn 'ballistic'. In other words, it would fall to earth. The latest generation of radar missiles carry their own transmitters which maintain a lock on the target once launched (the aircraft radar usually provides initial guidance). This produces a formidable long-range fire-and-forget weapon that can only be shaken off by an aircraft equipped with electronic countermeasures (ECM) or by hard manoeuvring with chaff that may break the aircraft radar's lock. Despite this, semi-active systems remain popular as they are considerably less complex to manufacture.



### PRIMED AND READY

A fighter pilot performs his final checks before a mission. Part of the check is to ensure that missiles are armed and ready for combat. Here the pilot can be seen removing the protective cover from the missile's sensitive nose sensor.

The initial lock-on is made by the F-4's own internal radar systems and then fed to the missile. A good lock will be indicated to the pilot by an audio signal, broadcast to him through his flight helmet

The F-4 could carry both the AIM-9 Sidewinder and the longer-ranged radar-guided AIM-7 Sparrow

**VIETNAM SHOWDOWN**  
High over Vietnam, an F-4 Phantom launches an AIM-9 Sidewinder at its North Vietnamese opponent. Missiles in Vietnam were not as sophisticated as their modern equivalents, especially the longer-ranged AIM-7 Sparrow. Frustrated Phantom pilots often found their missiles malfunctioning at the critical moment leading to the hurried fitting of a gun aircraft. Modern fighters carry both cannon and missiles, despite the increased power and reliability of contemporary missile models.



The engine of the fleeing MiG is the heat source on which the missile will home in

Having locked on to the target, the Sidewinder now steers itself directly at the MiG

The Sidewinder can reach speeds of up to Mach 2.5

After release the missile accelerates away

### MIGS AND ATOLLS

The Russian and Chinese-supplied Vietnamese MiG 17s and MiG 19s were purely gun fighters, but from 1965 the North Vietnamese Air Force began equipping with the MiG 21, a true missile-era fighter. The MiGs were armed with up to four K-13 Atoll, a reverse-engineered copy of the AIM-9 Sidewinder. An example of the AIM-9 had been captured intact during a border clash between Taiwan and China in 1958, the missile having hit a Chinese MiG 17 without exploding and consequently being carried back to its base for examination.



### NEW ERA

An AIM-9 Sidewinder missile successfully launches from an F/A-22 Raptor during a launch test, demonstrating its ability to fire an air-to-air missile from an internal weapons bay. In its primary air-to-air role, the F/A-22 will carry six AIM-120C and two AIM-9 missiles.



### SIDEWINDER

An F-16 Fighting Falcon pilot fires an AIM-9 missile. The Air Intercept Missile-9X Sidewinder, developed by Raytheon engineers, is a fifth generation AIM-9 missile that is a substantial upgrade to the Sidewinder family featuring an advanced infrared seeker and a higher off-bore sight capability.



### OUT WITH A BANG

There is no target like a real target and with the cost of missiles it is imperative that any test-firing be aimed at something as close as possible to the real thing. As a result, the conversion of redundant airframes into target drones has been a way of making sure that practice is as real as it can be beyond a shooting war. This F-102 Delta Dagger was converted to act as a target drone after serving with a National Guard unit in America.



# SAM EVASION

In today's war zones it is often the missile that poses the greatest threat to warplanes. Made in their thousands and widely exported, the SAM can be a potent danger to operations and where enemy air forces have done little to hinder operations in recent wars, they have continued to take their toll. Surface-to-Air missiles were the most feared threat to US aircraft in North Vietnam. The MiGs might come up when the conditions were in their favour, but the SAMs were always there. Knowing what to do when the alarms sound and the sky lights up is critical. Plan ahead and follow the drill. Every second counts.

The F-15's Electronic Counter Measure pod (ECM) is mounted on the wing. If it is up-to-date, it should counter the SAM's onboard guidance

## SHOW-STOPPER

An F-15 is witness to the fiery launch of a SAM over a desert target. Staying cool and making the right decision in the next few seconds will be vital if the crew are going to make it home.

There is nothing, absolutely nothing to describe what goes on inside a pilot's guts when he sees a SAM get airborne

Commander Randy 'Duke' Cunningham, US Navy, 5 kills



## FLYING TELEPHONE POLES

Caught on the camera of a US warplane over Vietnam, a SAM climbs towards its target. SAMs claimed 196 US aircraft in Vietnam up to 1973, their success making them a priority target in that war and every war since.

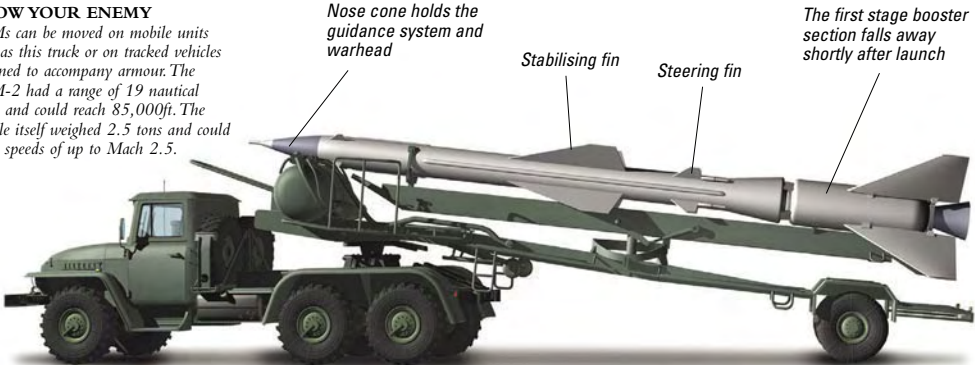
## SAFETY FIRST

SAMs can be launched visually, for example, infrared shoulder-launched SAMs such as the SA-7. They can also be launched ballistically without guidance or with the aid of radar. If you want to avoid detection, avoid flying at high altitude which produces contrails and highlights your aircraft against the silhouette of a cloud. If detected, you can confuse the enemy radar by overloading its system with chaff, fooling it into believing the sky is full of multiple aircraft. Also, intelligence is key – know where the location of enemy installations are prior to your mission as it will give you the opportunity to conduct countermeasures.

The SAM leaves an impossible-to-miss trail, especially at night. If the pilot is alert he will see it, if not then only the aircraft's warning systems can alert him to the threat.

## KNOW YOUR ENEMY

SAMs can be moved on mobile units such as this truck or on tracked vehicles designed to accompany armour. The SAM-2 had a range of 19 nautical miles and could reach 85,000ft. The missile itself weighed 2.5 tons and could reach speeds of up to Mach 2.5.



## EVASION

Once the radar-guided SAM has launched, a 'lock-on' frequency beam is used to guide the missile(s) to you. When your 'threat warning' equipment notifies that the beam is active, you have to assume that a SAM is in the air and is coming your way. Make a hard turn and pump out two chaff bundles. It is possible for the lock-on beam to be confused by the multiple contacts and lose the lock on your aircraft and shift to one of the chaff bundles. Always manoeuvre violently!



## FLARES AND CHAFF

Once a missile is sighted, you can try either to defeat its lock-on via electronics or fly out of its operating range. The use of flares can be important even with radar-guided missiles as some can carry infrared guidance as a back-up. Remember that a missile has a fixed time limit due to its limited fuel capacity. When the missile reaches your location, it may be travelling at a supersonic speed and can pull a substantial amount of Gs. The Aim-9X for example, can literally square a corner.



## SAM SITES

Another option is to deliberately attack the SAM sites themselves, thereby making other sites wary of switching on their radars in case they are attacked as well. Fixed sites such as this are more vulnerable to attacks using anti-radiation missiles fired by 'Wild Weasel' aircraft specifically tasked with destroying SAMs.



## JAMMING

Trusting on your electronics and radar alone is not advisable; keep your eyes peeled for threats and what you have on hand to detect and jam enemy defences. Jammers are usually contained in a pod on a wing and come in a range of types that can confuse, blanket and distort enemy radars. When the jammer is activated, it fills a portion of the SAM operator's screen with noise. However, the closer you are to the site, the better his chances of 'burning' through the jammer interference and finding you. Note that barrage noise is just one type of jamming as there are others. Here groundcrew prepare an ECM pod for use on a warplane.

## HIDE AND SEEK

Of the various ways to defeat a SAM, the most efficient is to avoid detection in the first place. If the SAM battery does not know where you are, it cannot fire at you. Going in low allows the terrain to 'mask' you from radar detection.







# MISSION: A-10s in Desert Storm

## THE HAWG GOES TO WAR

The Fairchild-Republic A-10A Thunderbolt II ground-attack aircraft had a long and complex gestation period before entering service in 1975. By then, the 'Warthog's' role had been refined to 'tank-buster'. The A-10A had inbuilt capacity to absorb punishment and unmatched battlefield loiter capability. Her targets were the thousands of Soviet battle tanks expected to burst through the Fulda Gap into the south German plain if the Cold War went 'hot'.

The A-10 was virtually an airframe built around the mighty General Electric GAU-8/A Avenger Gatling gun, with its seven 7ft 6in long barrels, each with their own breech, firing 30mm PGU-13 high-explosive incendiary or PGU-14 armour-piercing incendiary rounds at 35 rounds per second. Each API round had a 15mm depleted-uranium penetrator in an aluminium base, capable of penetrating the toughest Soviet tank armour. Depleted-uranium strikes inject a jet of flame into the tank's interior, voiding tank and crew totally.

The A-10A also has eight underwing and three under-fuselage pylon stations with capacity for a huge range of Smart ordnance; AGMs, GBU's (AGM-65 Mavericks, GBU-10/12 Paveways, Mk 20 Rockeye or CBU-52 anti-personnel Cluster dispensers and Mk 77 Napalm canisters) plus conventional Mk 80 GP free-falling bombs, infrared countermeasure flares, chaff-dispensers, radar jamming pods and illumination flares, as well as defensive AIM-9L/M Sidewinders, although rarely used. To protect the pilot from incoming threats from SAMs to multiple AAA, the pilot is seated inside a titanium-armoured tub.

The feared Soviet tank breakthrough never materialised, but when the Iraqi dictator, Saddam Hussein, invaded the independent Gulf state of Kuwait on 2 August 1990, the bulk of his 4,000 tanks were Russian-built and supplied T-55, T-62 and T-72s. Eliminating these was the A-10A's prime task during the subsequent Operation Desert Storm.

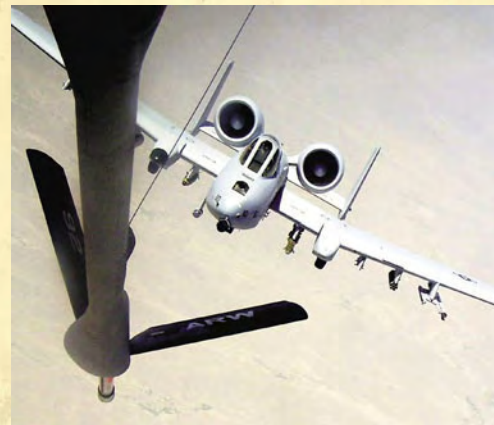
The USA deployed 155 Warthogs, including six reserve aircraft, from the following units: 23rd TASS (15), 74th TFS (23), 76th TFS (28), 363rd TFS (26), 355th TFS (25), 511th TFS (20 and 706th TFS (18), although not all saw combat. The first mission of 322 sorties flown on 17 January 1991, was by Captain Tony Brown and Lieutenant Bryan Currier of the 74th. So-called 'Hawg' missions built up to three sorties per A-10A per day from Al Juf. Despite the extreme heat and terrain, the Hawgs maintained a 98.67 per cent serviceability, far higher than any other warplane.

Besides tanks, APVs and the vast Iraqi ammunition dumps, A-10A targets included Scud-B missile mobile launchers, both by day and night with specially-adapted 'Night-Hawgs' using infrared targeting. Targets of opportunity included two enemy helicopters shredded by the GAU-8 at close range. Use of Mk 22 or LUU-2 flares and target-

markers aided the destruction of hundreds of hostile targets in these night attacks and the A-10A took zero losses in return.

When the Iraqis sent fifty T-55 tanks into Saudi Arabia on 30 January, the A-10As pulverised them, one pilot, Captain Jack W. Thomas, personally taking out three tanks. The enemy was kept under continual pressure by the 'Push-Flow' method, ensuring a constant A-10A presence was continually reinforced over the battle zone.

A total of 987 Iraqi tanks was confirmed destroyed by the A-10A during Operation Desert Storm, along with 1,106 trucks, 926 artillery pieces, 501 APCs, 249 CPs, 11 Frog missile-launchers, 96 radar installations, 72 bunkers, 28 CPs and 10 enemy aircraft on the ground. An entire Iraqi tank column surrendered to the Hawgs as they circled overhead preparing to attack! During the panic-stricken flight from Kuwait City to Basrah, excellent servicing was achieved on enemy columns despite intense political restrictions on their usage. The A-10As flew only 16.5 per cent of all coalition missions – 8,655 combat sorties – and survived heavy damage. Just six Hawgs were lost in combat, five of them to SAMs, one to AAA.



### BATTLEFIELD LOITER POTENTIAL

The great asset of remaining over the combat area for protracted periods was enhanced by the Hawg's ability to use in-flight fuelling to maintain their presence for extended periods, unlike fighter-bomber adaptations which could only run 'in-bash-out' type missions. The refuelling slipway was mounted high up on the nose of the A-10A, just ahead of the pilot's cockpit, for maximum visibility.



### PENETRATING POWER!

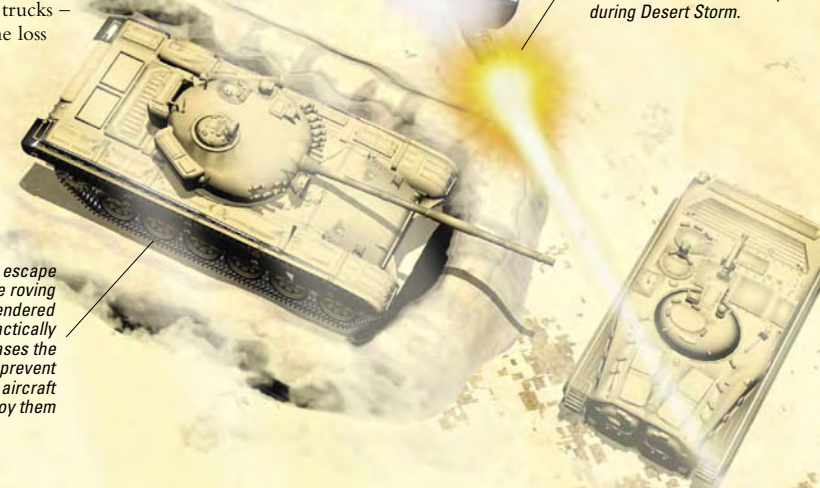
When a PGU-14 DU penetrator round fired by the General Electric 7-barrelled Avenger Gatling gun penetrates the target's turret through the thickest armour, it lacks power to exit, thus remaining inside and voiding the occupants. Decapitated T-72s littered the battlefield in the wake.

### DESERT HAWG - NATO COLOURS!

Designed for Close Air Support work in Vietnam, then converted to act as the 'Trip Wire' against the expected Soviet tank assault on Western Europe during the Cold War, the ungainly but supremely efficient and effective A-10A Hawg was based in England and Germany for many years and practised operating from autobahns and the like. Hastily switched to the baking sand deserts of Saudi Arabia when Iraq invaded Kuwait, many went into action still sporting their European camouflage schemes, but were just as effective. The A-10A also carried Maverick underwing missiles and eliminated other targets like SCUD missile launchers, heavy artillery guns, APCs and trucks – 6,834 targets in all for the loss of six of their number.

The Avenger spewed out a lethal cone of 35 APIDU rounds per second, each capable of gutting any known Soviet battle tank and vapourising its crew. They culled Saddam's Tank Corps during Desert Storm.

Digging in the armour to escape the attentions of the roving coalition aircraft merely rendered them inoperational and tactically impotent and in most cases the efforts proved unable to prevent them falling prey to the aircraft seeking to destroy them





# FUTURE WAR

## WHERE NEXT FOR AIR COMBAT?

Front line piloted aircraft are pricing themselves out of existence. At the time of writing, the F-22 Raptor costs over US \$105 million per aircraft. Even the other US front line fighters are US \$35 to \$60 million per machine. Only the richest of nations can afford to manufacture these aircraft and those that cannot, can only afford them in limited numbers or buy older F-16s and Russian aircraft. The newest fighters are approaching the fine line where military assets cost too much to risk in combat, yet the various air forces of the world are just now starting to reap the full benefits of communication, Artificial Intelligence and unmanned aircraft technologies.



### A QUESTION OF EXPENSES

Because new generation fighters as the F-22 Raptor cost over \$105 million per aircraft, the pressure on government budgets is growing to new levels. Removing the human fighter pilot and his life supporting technologies could drastically slash the costs as well as allowing the aircraft to be designed with altered streamlining specifications.

### A CHANGED WORLD

The introduction of stealth technology has seen a reduction in the number of aircraft required to hit key targets in enemy territory. Less aircrew at risk and greater accuracy of the weapons deployed is a tempting scenario for governments wary of funding and political considerations. To remove the pilot and therefore the human risk implications is an understandable driving force. Stealth bombers such as the B-2 have proven their value in numerous recent engagements.



### NEW POSSIBILITIES

Pilots would be in no danger from training accidents or suffer losses in combat. The expertise of the pilot is safely retained. Depending on how important the destruction of a target is, a combat UAV may be used in a 'Kamikaze' role as a last resort. The combat UAV may be cheaper than a piloted fighter, but they will still be expensive enough that they cannot be casually thrown away. In their combat role they can provide firepower equal to the manned aircraft and remain on station longer. This Predator is preparing for a mission, armed with a range of air-to-ground missiles.

## ATTACK OF THE DRONES

Reconnaissance and surveillance Unmanned Autonomous Vehicles (UAVs) have changed the way battlefields are viewed and fought and there have been the first moves away from a passive role to that of a combat one. So far however, targets have only been restricted to the air-to-ground scenario. Nevertheless, the full combat UAV will not be long coming and both the USAF and US Navy have been performing research along these lines. Such UAVs will be lighter and smaller than human-carrying fighters and cheaper to build and operate. How long before a country starts building these as its national fighter? When this happens, will the traditional fighter pilot fade away?



Loiter time for the new drones is made greater as there is no need to consider the pilot's endurance

With no pilot to consider, the UAV can be designed with new technical specifications

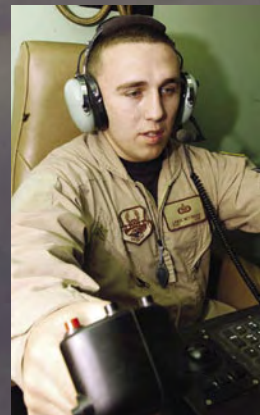
### A BLURRED LINE

Today there are many flight simulators on the market that have very good flight dynamics. The Federal Aviation Authority in the United States even permits student pilots to use Microsoft Flight Simulator for some instrument-only flying time. There are many flight simulators devoted to aerial combat ranging from World War 1 to modern times. The more 'realistic' the flight and weapon models, the more real-world tactics have to be used. There are many sim-only pilots who have more 'flight' time than real fighter pilots. These sim pilots – the best of them – can go head-to-head with real pilots and come out ahead some of the time. While these sim pilots could not step off the street and effectively fly a combat UAV, in all likelihood they could at least attempt a credible mission. They would need training in formal tactics to refine what they already know.



### FUTURE ACE?

With the remotely-controlled UAV replacing the piloted fighter, the loop comes full circle. Now the flight simulator and the real life fighter are both working from the armchair rather than the cockpit. In a future war, who knows? Perhaps the best of the simmers will find themselves in the front line!





# LIVE TO FIGHT ANOTHER DAY

Get the  
bestselling guide  
to staying alive  
in the sky



## AIR COMBAT MANOEUVRES

THE TECHNIQUE AND HISTORY  
OF AIR FIGHTING FOR FLIGHT SIMULATION

Check out the website for a look inside this spectacular new book which gives all the tips and hints you need to stay alive in the sky and make it to Ace!

[www.ianallanpublishing.com/acm](http://www.ianallanpublishing.com/acm)

- Brilliant illustrations and diagrams
- 'How-to-do' manoeuvres
- Advice and tips from top gaming experts
- Learn how to join an online community plus much, much more!

**ORDER YOUR COPY NOW!**

Hardback • £29.99 (ISBN: 978 1 903223 94 9) • Paperback • £14.99 (ISBN: 978 1 903223 98 7)

**FREE Postage and packing in the UK**

Call our Mail Order Hotline on 01455 254450

by e-mail at [orders@midlandbooks.com](mailto:orders@midlandbooks.com)

or online at [www.ianallanpublishing.com/acm](http://www.ianallanpublishing.com/acm)

Please quote voucher code ACMSP to qualify for the FREE POSTAGE offer on all phone and e-mail orders, or enter ACMSP in the Coupon Code box at the online checkout.

(please ask for postal rates for Overseas and Highlands & Islands)



© 2009 Ubisoft Entertainment. All Rights Reserved. H.A.W.X., Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. Reference: 300019261



TAKE **WARFARE**  
TO A **HIGHER LEVEL**



**PRE-ORDER NOW TO  
RECEIVE A BONUS PLANE!**

**IN STORES 6<sup>TH</sup> MARCH**

**DOWNLOAD THE DEMO NOW ON XBOX LIVE  
AND PLAYSTATION NETWORK**

**FIND OUT MORE AT  
[www.HAWXGAME.com](http://www.HAWXGAME.com)**



**CLICK HERE TO  
PRE-ORDER TODAY!**

© 2009 Ubisoft Entertainment. All Rights Reserved. H.A.W.X, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. The PLAYSTATION family symbol, "PLAYSTATION", "PS3" are trademarks or registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.



**ask  
about  
games  
.com**



**PLAYSTATION 3**

